TITAN LEGIONS

'EAVY METAL™

EPIC®

TITAN LEGIONS

RULEBOOK

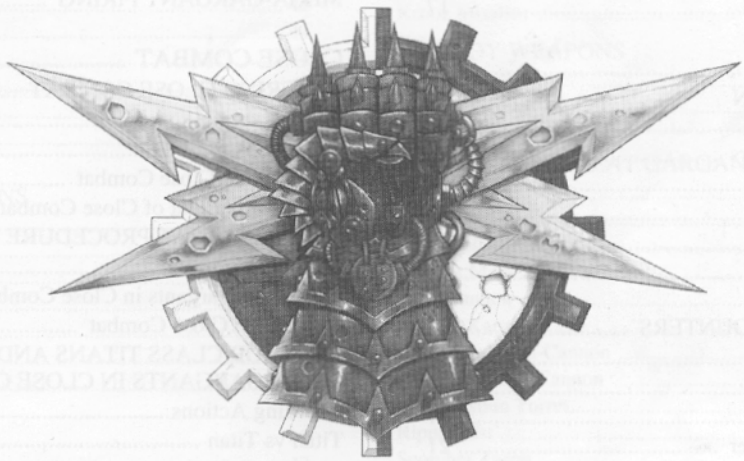
By Andy Chambers

Box cover / Rulebook cover artwork: Geoff Taylor

Artwork: John Blanche, Wayne England, & Mark Gibbons

Component art: Dave Gallagher & Richard Wright

Story: Bill King



PRODUCED BY GAMES WORKSHOP

Citadel, the Citadel logo, Eldar, Epic, Games Workshop, Genestealer, Realm of Chaos, Slottabase, Space Marine, Warhammer and White Dwarf are all registered trademarks of Games Workshop Ltd. Adeptus Mechanicus, Aspect Warrior, Bad Moon, Blood Axe, Deathskull, Evil Sunz, Exarch, Eye of Terror, Gargant, Goff, Imperial Guard, Khorne, Mega-Gargant, Mekaniak, Nurgle, Ogryn, Ork, Slaanesh, Snakebite, Squat, Tech-Guard, Tech-Priest, Titan, Tzeentch and Weirdboy are all trademarks of Games Workshop Ltd.

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd.

© Copyright Games Workshop Ltd, 1994. All rights reserved.

'Scatter' dice are UK registered design no. 2017484 Sustained fire dice © Copyright Games Workshop, 1994.

Game design consultant Bryan Ansell.

GAMES WORKSHOP LTD.
CHEWTON STREET
HILLTOP, EASTWOOD
NOTTINGHAM NG16 3HY

A
GAMES WORKSHOP®
PRODUCT

GAMES WORKSHOP INC.
3431-C BENSON AVENUE
BALTIMORE, MARYLAND
21227 - 1072

PRODUCT CODE: 0353

CONTENTS

INTRODUCTION 4

GAMES COMPONENTS 6

STARTING THE GAME 9
THE BATTLE 9
Choosing Your Force 9
Army Cards 9
Special Cards 10
Allies 10
The Formation Rule 10
SETTING UP THE BATTLEFIELD 11
Terrain 11
Placing Terrain 11
Objectives 12
SETTING UP THE ARMIES 12
Preparing the Imperator Titan for Battle 12
THE MEGA-GARGANT DATACARD 13
Shouting Counters 14
SIZE CLASSES 15

SEQUENCE OF PLAY 17
More Than Two Players 17

THE ORDERS PHASE 18
EMPEROR CLASS TITAN POWER ALLOCATION 18
Generating Plasma Counters 18
Allocating Plasma 18
Overcharge Level 20
Storing Plasma 20
Secrecy 20
MEGA-GARGANT COURSE AND SPEED COUNTERS 20
The Speed Orders 20
The Course Orders 21
ORDER COUNTERS 21
Units with no Order Counter 21
Troops onboard Emperor class Titans and Mega-Gargants 21
INITIATIVE 21
REVEAL ORDERS 21
Special Rule: Command Units 21

THE MOVEMENT PHASE 22
MOVING 22
Terrain 22
Special Rule: Transporting Troops 23
Special Rule: Skimmers 23
Special Rule: Flyers 23
Special Rule: Snap-fire Weapons 23

THE PSYCHIC PHASE 24
Shields 24
Psychic Saves 24
Psychic Save and Warp Attacks 24

THE COMBAT PHASE 25
FIRING 25
TARGETS 26
Fire Arc 26
Special Rule: Side and Rear Shots 26
Special Rule: Barrages 27
Range 28
Line of Sight 28
Special Rule: Firing at a Command Unit 28
Multiple Shots 29
Armour Saving Throws 29
Special Rule: Buildings 29
Hits 29
Cover 29
TITANS AND GARGANTS 30
Emperor class Titan Armour Saves 30
Titan Shields 30
Gargant Power Fields 30
BATTLE DAMAGE 31
Special Attacks 31
Accumulated Damage on Gargants 31
Fires on Gargants 31
MEGA-GARGANT FIRING 31

CLOSE COMBAT 32
ENTERING CLOSE COMBAT 32
Pinning 32
Exceptions 32
Moving Into Close Combat 32
Firing Into or Out of Close Combat 33
CLOSE COMBAT PROCEDURE 33
Multiple Combats 33
Titans and Gargants in Close Combat 33
Vehicles in Close Combat 34
EMPEROR CLASS TITANS AND MEGA-GARGANTS IN CLOSE COMBAT 34
Boarding Actions 34
Titan vs Titan 34

THE END PHASE 35
REPAIRS 35
Titan Repairs 35
Repairing Void Shields 35
Mega-Gargant Repairs 35
Fire Fighting 35
VICTORY POINTS 35
Objectives 35
Break Point 36
TITAN MISSIONS 36
Capturing Mission Objectives 36
MORALE CHECK 36
Titans and Gargants 37
Gargant Gork and Mork Heads 37
Fall Back 37
Rallying 37

CREW EXPERIENCE IN TITAN LEGIONS 38
BATTLE HONOURS 38
Scoring Experience Points 38
Experience Table 39
Battle Honours Table 39
DEATH 39
The End Came Quickly... 39
Victory Points for Experienced Titans 39
Experienced Titans in One-off Games 39
IMPERIAL TITANS 40
Imperial Titan Crew Skills 40
Imperial Titan Commander Skills 40
Imperial Titan Upgrades 40
ELDAR TITANS 41
Eldar Titan Crew Skills 41
Eldar Titan Commander Skills 41
Eldar Titan Upgrades 41
ORK GARGANTS 42
Ork Gargant Crew Skills 42
Gargant Kaptin Skills 42
Gargant Upgrades 42

TITAN AND GARGANT WEAPONS 43

EMPEROR CLASS TITAN WEAPONS
Bolters 44
Defence Laser 44
Gun Towers 44
Hellstorm Cannon 44
Main Battery 45
Plasma Annihilator 45
Secondary Weapons 45

BATTLE TITAN WEAPONS
Barrage Missile Launcher 46
Battle Claw 46
Carapace Landing Pad 46
Carapace Multi-Lasers 46
Chain Fist 46
Corvus Assault Pod 46
Deathstrike Cannon 46
Fire Control Centres 47
Harpoon Missile 47
Inferno Gun 47
Gatling Blaster 47
Laser Blaster 47
Laser Burner 47
Melta-Cannon 47
Titan Head Variants 47
Plasma Blastgun 48
Plasma Cannon 48
Plasma Destructor 48
Power Fist 48
Power Ram 48
Power Saw 48
Quake Cannon 48
Titan Multiple Rocket Launcher 48
Trident 49
Turbo-Laser Destructor 49
Volcano Cannon 49
Vortex Missile 49
Vulcan Mega-Bolter 49
Warp Missile 49
Wrecker 50

CHAOS TITAN WEAPONS
Bloodletter Battlehead 51
Chaos Energy Whip 51
Chaos Titan Tails 51
Death Storm 51
Doomburner 51
Doomfist 51
Hellblade 52
Havoc Missile Rack 52
Hellstrike Cannon 52

MEGA-GARGANT WEAPONS
The Gun Decks 53
Turrets 53
Skullcrusha Mega-Cannon 53
Krusher Arm 54

MEGA WEAPONS
Da Big Lobba 54
Weirdboy Tower 55
Krooz Missiles 55

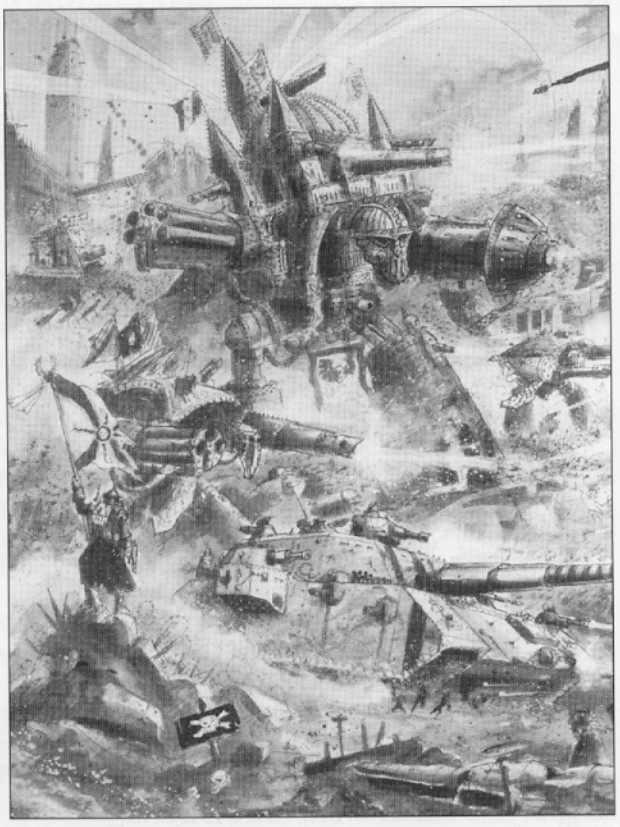
MEKBOY WEAPONS
Deth Ray 55
Super Lifta-Droppa 56

SLASHA AND GREAT GARGANT WEAPONS
Battle Cannon Head 57
Battle Cannon Turret 57
Cluster Buster 57
Gork & Mork Heads 57
Deth Kannon 58
Gatling Kannon 58
Gutbuster Mega-Cannon 58
Magnum Mega-Cannon 59
Observashun Turret 59
Ripper Fist 59
Scorcher Turret 59
Slasha Attack Gun 59
Snapper 60
Super Lifta Droppa 60

MEKBOY GARGANT WEAPONS
Kustom Force Field 61
Super Lifta Droppa Arm 61
Buzz Saw Arm 61
Krusher Arm 61
De-luxe Kustom Kannon 61

ELDAR TITAN WEAPONS
Distortion Cannon 62
Eldar Holo-Fields 62
Heat Lance 63
Power Fist 63
Psychic Lance 63
Pulsar 63
Tremor Cannon 64
Wing Weapons 64

INTRODUCTION



It is the far distant future and an age of horror and war has descended upon the galaxy. On a thousand worlds battle rages between the hard-pressed Imperium of Man and hordes of alien invaders. The enemy is utterly implacable and will not rest until mankind is defeated and destroyed. Every victory earns a brief respite until the next attack. Every defeat brings mankind a step closer to extinction.

The Titan Legions game enables you to fight Epic battles between human and alien armies on a tabletop battlefield. Opposing armies of models, assembled and painted by yourself, represent the armed forces of your chosen race. You will find more information about the galaxy's human and alien races in the Codex Titanicus book. Each race has its own distinct methods of fighting, types of weaponry and unique tactical strengths which make it different and challenging to play.

As the commander of a mighty army you are ready to fight battles against other players. As you play more battles you will learn how to command your force to its best advantage. You may not win all your battles but even defeat provides valuable lessons of war. If you want to become a great commander you must develop sound tactics, you will need to anticipate and counter your enemy's every move, and you must exploit such good luck as fortune grants you.

As you fight more battles you will want to expand your forces by adding more models to your army. Building up an army and learning how to use it is something that takes time and commitment, but there is nothing quite so satisfying as the sight of a well ordered force sweeping across the battlefield in a carefully planned and co-ordinated attack.

The Epic Games System

Titan Legions is part of the Epic games system, and is fully compatible with all the other Epic games and game supplements, and with the full range of Epic models available from Citadel Miniatures. If you are an established Epic games player then you will already own Space Marine, the other main game in the series. Both the Space Marine game and Titan Legions include the basic Epic rules system, so players already familiar with Space Marine will have no problem getting to grips with Titan Legions. Whether you own only Titan Legions or only Space Marine, you can still utilise all of the supplements for the Epic games system.

Making a Start

This book contains the game rules, but don't worry, you don't need to know every rule before you begin. Indeed the best way to learn the rules is to play. You'll find there is a helpful 'How to Play' sheet in the Titan Legions box. This is designed to take you through a few sample combats involving different models, and will give you an idea how the game works right from the start. Although this rule book is quite long, a great deal of space is devoted to diagrams and explanation in order to make things as clear as possible. The most important game rules are summarised on the separate card play sheet, and you'll quickly find that this is all you need to play, consulting the text only occasionally to resolve an unusual situation.

The Titan Legions box also includes the core of two opposing armies – the human Titan Legion and the implacable alien Orks. The Titan Legion is represented by a massive Imperator Titan plus a number of smaller fighting machines called Knights. The Orks have Mega-Gargant machines plus Ork Bonebreaka tanks. These two forces will be enough to get you started, and can be used as the nucleus of a larger army of either Titans or Orks.

IMPORTANT! The Imperator Titan and the Ork Mega-Gargant models are multi-part kits, and we recommend that you use polystyrene cement to put them together. As you'll wish to make as good a job as possible of these large models take your time, especially if you are not an experienced kit maker. Read the enclosed instruction sheet and make sure you are properly prepared before you begin assembly. Undoubtedly you will want to get playing Titan Legions as soon as possible, and for this reason we've included a card representation of the Imperator Titan which you can use right away. Use this card model to familiarise yourself with the rules system by playing through the examples on the 'How to Play' sheet.

COMPONENTS

THE TITAN LEGIONS BOX

This box contains the following plastic models, rulebooks and card pieces.

1 Imperator Titan & 2 Ork Mega-Gargant models
10 Imperial Knight Paladin models
12 Ork Bonebreaka tank models
The Titan Legions rulebook
The Codex Titanicus book
Fires of Gehenna scenario booklet
How to Play/Assembly instructions sheet
10 card building models, 10 card ruins/rubble markers
1 card stand-up Imperator Titan
1 card rules summary sheet
2 card hit location templates
1 Imperator Titan & 2 Mega-Gargant datacards
10 Titan/Gargant mission cards
58 Epic army cards
187 card counters & 8 card weapon effect templates
15 dice (10 6-sided, 1 scatter, 1 artillery, 2 aim, 1 sustained fire)

Rulebook & Codex Titanicus

The rulebook describes how to play Titan Legions and the full Epic Battles game system. The Codex Titanicus book contains vital background information about the Imperium and its enemies as well as special rules for many of the warriors and war machines of the 41st Millennium.

Titan/Gargant Mission Cards

Mission cards are used to determine game objectives for large Titan or Gargant fighting machines, like Emperor class Titans or Mega-Gargants, as well as units of smaller types of Gargant and Battle Titans.

The Models

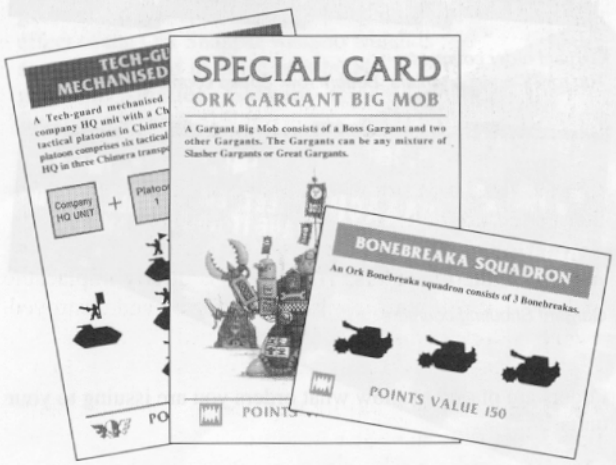
There are both plastic and card models in Titan Legions. You can find notes and diagrams for assembling the models in the introductory How to Play sheet in the Titan Legions box.

Assembled Mega-Gargant and Imperator Titan models

Datacards, Hit Location Templates & Rules Summary Sheet

Later on we'll explain in detail how the datacards and hit location templates are used. The datacards have counters placed on them to keep track of the crews, damage, ammunition and power levels of the Imperator Titan and Mega-Gargant fighting machines. They need to be placed somewhere safe near the gaming area where they won't get knocked. The hit location templates are used for determining hits and damage so they too should be kept handy. The rules summary sheet is also printed on the back cover of this rulebook and includes useful information and tables you'll need during the game.

Epic Army Cards



From left to right: Company card, Special card, Support card

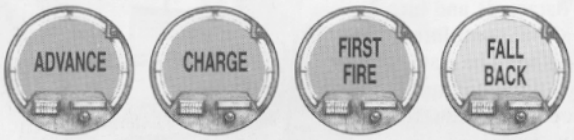
Also included in the game are Epic army cards for the different armies of the 41st Millennium – see the Codex Titanicus book for details of specific forces. The Epic army cards are used for selecting units of tanks, troops and other fighting machines when you play a game of Epic Battles. We have provided enough cards for you to use the contents of this box plus a variety of the many extra models which are available separately.

Note that you are not limited to choosing each card only once. For example, there is only one Mega-Gargant card, but you could pick this card twice to represent two Mega-Gargants. In general it's best to have a separate card for each unit but we thought you'd appreciate an interesting selection of units rather than multiples of the same thing. Additional army cards, and many other unit types, can be found in the Epic Battles supplements Armies of the Imperium, Renegades and Ork & Squat Warlords.

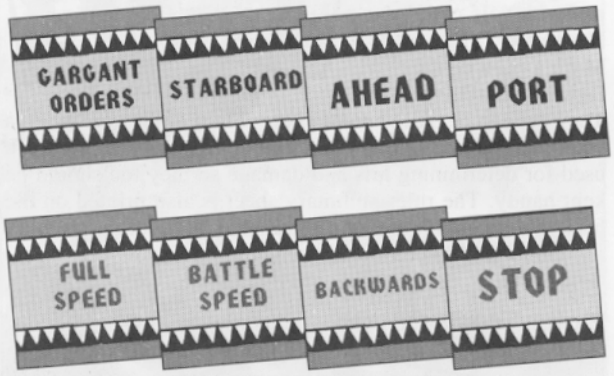
COUNTERS

Titan Legions includes a large number of cardboard counters: order counters, damage counters, track counters, plasma counters, objective markers and troop counters. Instructions for using these different sorts of counters are given in the rules which follow but they are summarised below for convenience.

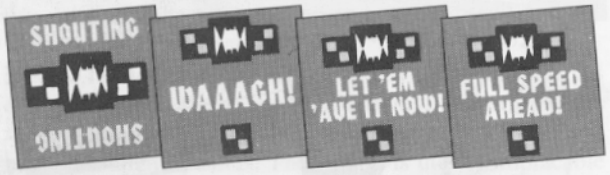
Order Counters



Order counters



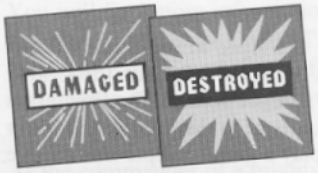
Gargant order counters
Top row: Course counters; Bottom row: Speed counters



Gargant Shouting counters

Orders are placed to show what orders you are issuing to your units.

Damage Counters



Left: Ork Damaged/Destroyed counter

Below left: Imperial Damaged/Destroyed counter

Below right: Reactor Breach counter

Damage counters are placed on the Titan and Gargant datacards to show which areas have been damaged or destroyed.

Track Counters

Left: Hellstorm Ammo counter

Below left: Ork Mega-Gargant Power Field, Fires and Hull Damage counters

Below right: Imperial Titan Void Shield counter

The track counters are placed on the tracks on the Imperator Titan and Mega-Gargant datacards to show levels of power, damage and ammunition for different locations. The Fires counter is used to show how many fires are burning on the Ork Mega-Gargant.

Plasma Counters

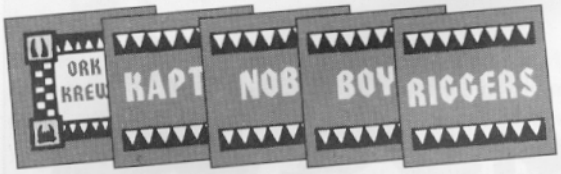
Plasma counters are placed on the datacard of Emperor class Titans such as the Imperator Titan to allocate power to different systems such as weapons, shields, engines, etc.

Objective Markers

The Objective markers are placed on the battlefield to indicate the objectives that the opposing armies are fighting for.

Troop Counters

Imperial Tech-Guard troop counters



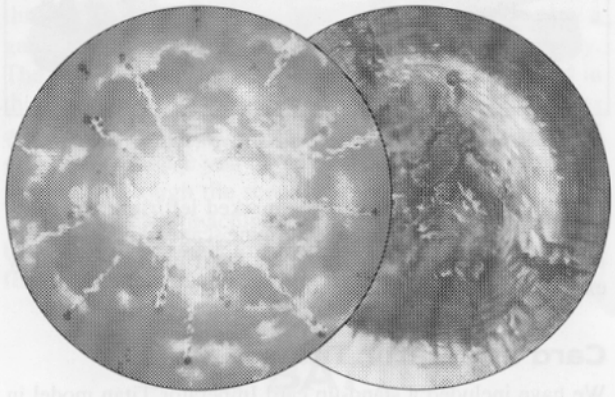
Ork Mega-Gargant Krew counters

Troop counters are used in Titan Legions to represent the crews or garrison troops of Titans and Gargants. The large fighting machines of the 41st Millennium are crewed by many hundreds of individuals who direct, maintain and repair their machine as it crashes across the battlefield.

WEAPON EFFECT TEMPLATES

The card weapon effect templates are used to represent the area affected by some weapon attacks. Note that some of the templates are printed differently on their reverse side.

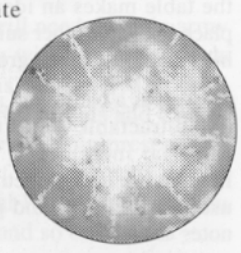
Barrage/Crater



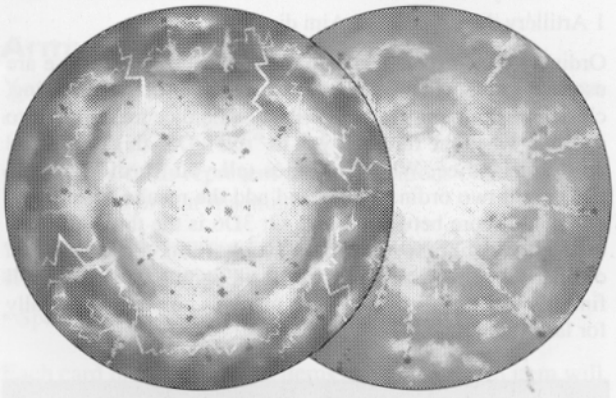
The barrage template is a 6cm circle with an explosion illustrated on one side and a smoking crater on the reverse. Many artillery pieces and similar weapons use barrage templates to represent their area of effect because they hit a broad swathe of ground instead of a single target. Some barrage weapons like the Hellstorm cannon on the Imperator Titan even fire a volley of shots which use several barrage templates at once so we have provided multiple barrage templates so that they can all be placed at the same time. The crater side of the templates can be used when a Titan or Gargant blows up and leaves a smoking crater behind.

Gargant Gutbuster Ball Round

This is a 3cm circular template illustrated with an explosion on both sides. This template is used to represent ball rounds fired from the Gutbuster belly gun commonly mounted on smaller types of Gargant fighting machines.



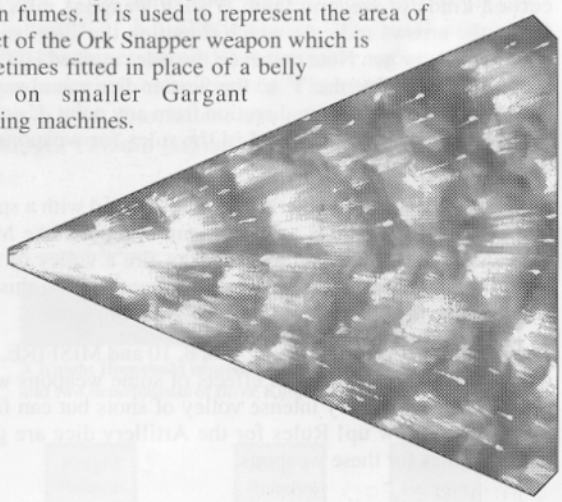
Barrage/Super Lifta Droppa



This is another 6cm circular template illustrated on one side with green crackling lightning and on the other with the barrage explosion. The green side is used for a weird Ork force field weapon called a Super Lifta Droppa which is mounted on the Mega-Gargant. The barrage side is just to give you an extra barrage template if you need it.

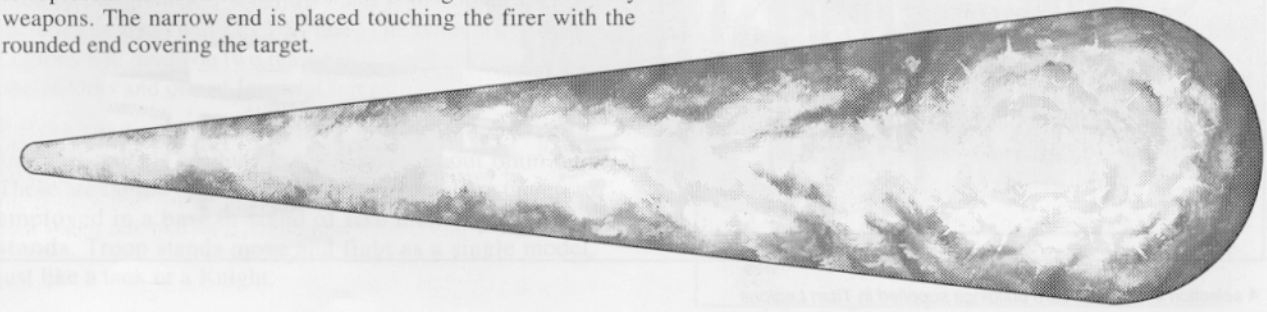
Snapper Template

This is a triangular template illustrated with billowing green fumes. It is used to represent the area of effect of the Ork Snapper weapon which is sometimes fitted in place of a belly gun on smaller Gargant fighting machines.



Flame Template

This is a tear-drop shaped template illustrated with flames. It is used to represent the area of effect for short ranged firethrower-style weapons. The narrow end is placed touching the firer with the rounded end covering the target.

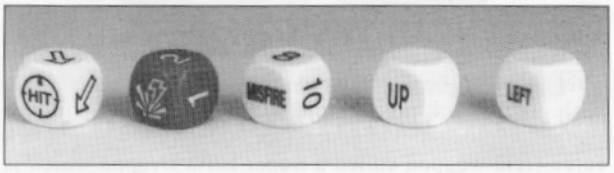


DICE

Five different sorts of dice are supplied with the game.

10 Ordinary dice (D6) 1 Scatter dice 1 Sustained Fire dice
1 Artillery dice 2 Aim dice

Ordinary dice are marked 1 to 6 in the usual way. These are used extensively in the game to resolve the effects of shooting, close combat, morale and the like. These dice are referred to as D6 so when the rules tell you to "roll a D6" this means roll an ordinary dice. When the rules tell you to roll 2D6 this means roll two ordinary dice and add the results together so you could score between 2 and 12; 3D6 is the three ordinary dice added together (for 3-18) and so on. There are ten ordinary dice provided in the Titan Legions box but you'll find it's worth getting hold of as many as possible, especially for large games.



From left to right: Scatter dice, Sustained Fire dice, Artillery dice and a pair of Aim dice

Scatter dice are marked with four arrows and two HIT symbols. This dice is used to determine where shots from certain kinds of weapon land. If such weapons miss their target the arrows indicate which direction the shot lands in relative to its target. Note that even the sides marked HIT have a small arrow above the 'I' so the Scatter dice can always be used to establish a random direction from any point. Using the Scatter dice is fully explained in the rules for weapons and attacks which use it.

Sustained Fire dice are marked 1, 1, 2, 2, 3 and with a special jam symbol. This dice is used for some weapons like Mega-Gargant Skullcrusha cannon which can fire a volley of shots but are prone to jam at inopportune moments. Using this dice is fully explained in the rules for weapons which use it.

The **Artillery dice** is marked 2, 4, 6, 8, 10 and MISFIRE. This dice is used to determine the effects of some weapons which fire a barrage or a very intense volley of shots but can fail to fire or even blow up! Rules for the Artillery dice are given with the rules for these weapons.

Ork Bonebreaka tanks (front) and Imperial Knight Paladin models (back)

Aim dice come in pairs, one is marked left/right, the other up/down. These are rolled to determine scatter when aiming at location on Titans and Gargants. Their use is more fully explained in the Combat section of the rules.

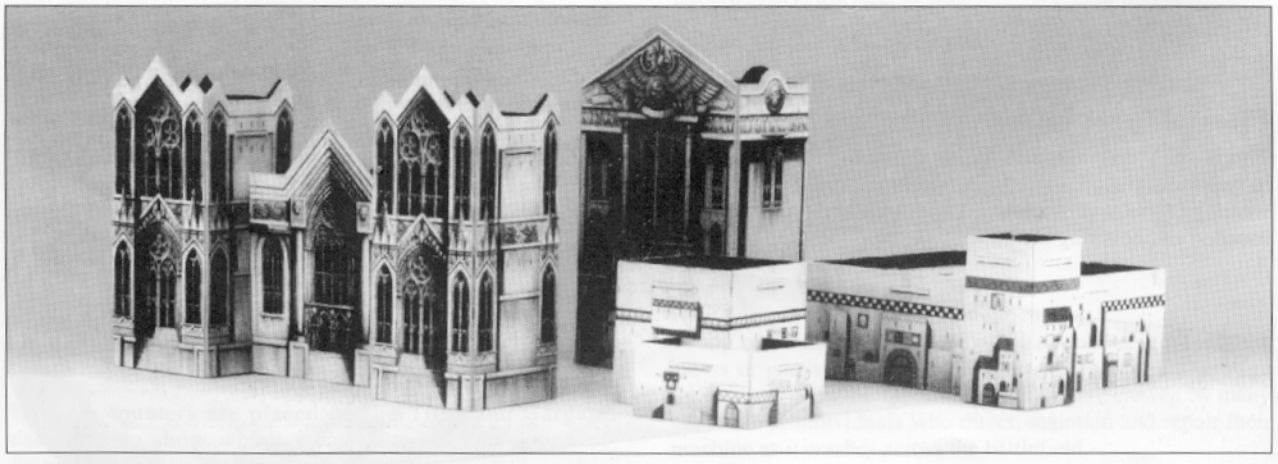
Card Imperator Titan

We have included a stand-up card Imperator Titan model in the Titan Legions game so that you can start playing a game immediately without having to assemble the Imperator model first. The card Imperator is designed to fit securely into the plastic base provided – it shouldn't be necessary to use glue.

WHAT ELSE YOU WILL NEED

To play Titan Legions you will need two or more players and a firm, flat surface such as a tabletop or area of floor. The kitchen table will do fine. Some gamers make their own games table from a piece of chipboard or something similar and place this on top of their kitchen or dining room table (after covering it first to prevent scratches of course!). This means the games table can be slightly larger than the table supporting it. Many players find that a green cloth draped over the table makes an ideal surface for a battle. You can then place books or other suitable objects under the cloth to create hills and folds in the ground.

As well as a battlefield and an opponent you will need at least one retractable metal tape measure marked in metric and Imperial increments. Nearly all measurements in Titan Legions are in centimetres but occasionally feet and inches are useful too. Paper and pens can come in handy for making notes as well.



A selection of the Epic card buildings supplied in Titan Legions

STARTING THE GAME

Titan Legions may look daunting when you first open the box but don't worry, you don't need to learn everything in the books before you can play! It is a good idea to read through the Titan Legion game rules before you play a game but there's no need to learn them all straight away. The best way to learn the game is by playing! Included in this box you'll find the Titan Legions scenarios book *Fires of Gehenna*, which uses a short campaign of interlinked games to introduce you to the rules. Once you have fought your way through the scenarios and mastered the art of wielding the war machines supplied in the Titan Legions box you will be ready to command larger and more varied forces from the gigantic armies of the 41st Millennium.

THE BATTLE

A battle is fought between two sides. Each side is normally represented by a single player, though you can involve several players on a side if you want. One player can act as overall commander while others can help to move troops and roll dice. In the descriptions that follow we are assuming that each side is represented by one player.

Choosing Your Force

Before you are ready to fight a battle both sides must choose their forces. If you are going to fight one of the pre-planned scenarios from the scenarios book you don't have to worry about this part because the forces have already been selected for you.

Otherwise, to pick your forces you will need the epic army cards. In the Titan Legions box you will find army cards for Imperial forces (Titan Legions, Knights, Imperial Guard and Space Marines) Eldar, Orks, Squats and Chaos. Each player chooses the force he wants to represent and takes the appropriate cards. So, if you want to be the Imperial forces you take the Imperial Forces cards, if you want to be Orks take the Ork cards, and so on.

Further decks of cards representing other forces can be found in the Space Marine game, Epic supplements and published in Games Workshop's monthly magazine White Dwarf. These expand the scope of the game by introducing new troops, weapons, fighting vehicles, Titans, and other special equipment. Although you will undoubtedly wish to investigate these for yourself later, to begin with we shall stick to the giant war machines and supporting vehicles included in the Titan Legions box. The contents of Titan Legions will give you two reasonably sized starting forces, one of Orks and one of Imperial forces.

Before reading on it may help you to know that the smallest models are human-size troops about 6mm tall. These are far too tiny to use individually, and are therefore employed in a base or stand of five men, called **troop stands**. Troop stands move and fight as a single model, just like a tank or a Knight.

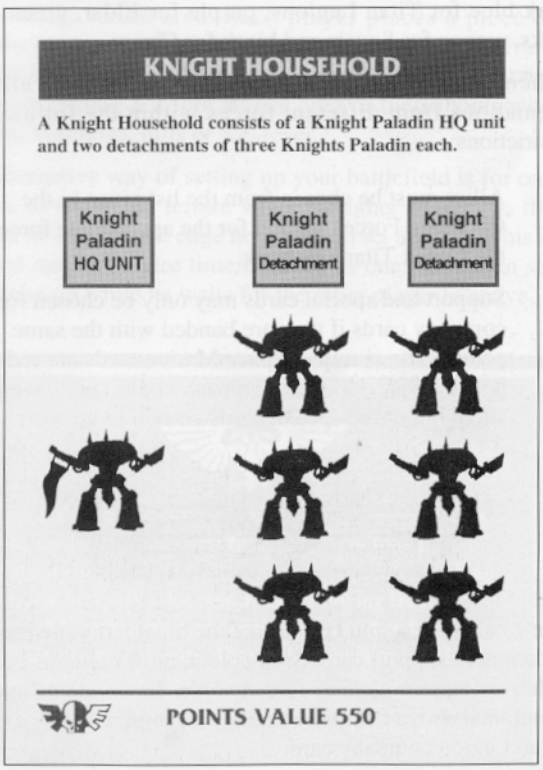
Army Cards

You will see that there are three types of card – large *company cards*, small *support cards*, and *special cards.*

- Company cards represent large formations containing many troops or war machines.
- Support cards represent smaller platoons or sections attached to a company to support it in battle.
- Special cards represent rare or special units.

Each card has one or more items shown on it. An item will be something like an Imperial Knight household or an Ork Bonebreaka squadron. Each item consists of a number of the same type of infantry troop stand or vehicle. For example, a Knight household comprises seven Imperial Knights, and an Ork Bonebreaka squadron consists of three Ork Bonebreaka tanks. Cards don't always include several units, they may equally comprise, for example, a single Ork Mega-Gargant.

As an example, take a look at the Knight Household card which is printed below. The Knight household is a company card and the household comprises two detachments of Knights Paladin – bipedal armoured fighting machines some 10 metres tall armed with battle cannon and giant chainswords. There are three Knights Paladin in each detachment and in addition to this there is one Knight Paladin HQ unit who leads the household in battle.



Each player selects cards to represent his army. You must take at least one company card (but can take more if you wish) and can choose up to five support cards for every company card you take.

Every card has a points value which reflects the combat value of the troops described on it. For example, the Imperial Knight household is worth 550 points whereas the Ork Bonebreaka squadron is worth 150 points. To begin with, both players select forces worth a maximum of 3000 points each. This limit is about right when you play for the first time. As you gain experience you may wish to increase the points values of your armies to include more troops and produce a longer and more challenging game.

Special Cards

Each epic army card deck includes a number of *special cards*. Your army can only include a limited number of these special cards, which represent rare or special units such as an Imperator Emperor class Titan or Eldar Exarch troop stand for example. We have included a few cards in Titan Legions just to give you an idea of what special units are available to each force.

Your army may include one special card for every company card in your army. For example, if your Imperial army has two company cards, you might include an Imperator Titan and a Knight Baron.

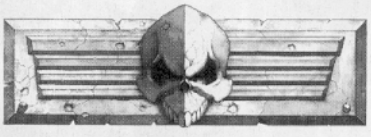
Allies

In the war torn galaxy of the 41st Millennium forces frequently include allied troops or machines fighting for a common cause.

All the army cards are coloured to show which force they are part of: red for Space Marines, blue for Imperial Guard, dark blue for Titan Legions, purple for Eldar, green for Orks, orange for Squats and black for Chaos.

When you choose your army you can include allied formations from different forces within the following restrictions:

1. Allies must be chosen from the list given in the Choosing Forces section for the appropriate force in the Codex Titanicus book.
2. Support and special cards may only be chosen for company cards if they are banded with the same colour. For example, Space Marine cards are red hence a Space Marine company could only have red support and red special cards chosen to go with it.

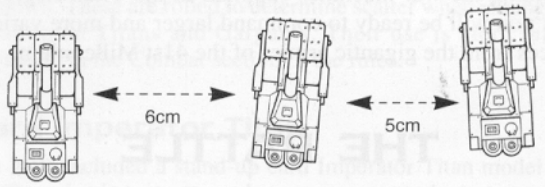


Some cards are a split colour like the blue/dark blue Hydra detachment support card. Split colour cards count as being either colour for picking forces so the Hydra detachment mentioned above could accompany an Imperial Guard or a Titan Legion company card.

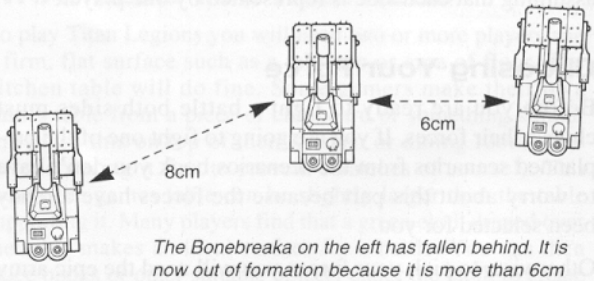
THE FORMATION RULE

A detachment of foot troops or a squadron of vehicles like those shown on the cards is an indivisible military unit. To represent this in the game, troop stands and vehicle models which form a detachment or squadron must keep together; individual troop stands or vehicles are not permitted to wander off on their own just as they please.

Troop stands in a detachment and vehicles in a squadron must be placed close to each other, as if they were joined by invisible links forming a sort of chain, this is called a *formation*. No model in the formation may be separated by more than 6cm from at least one other model in the chain. This is illustrated by the diagram below.



Three Ork Bonebreakas in formation. No model is more than 6cm away from another.



The Bonebreaka on the left has fallen behind. It is now out of formation because it is more than 6cm away from another Bonebreaka.

Orks fight in units called mobs rather than detachments, and some other units also have their own terms such as bike squads and batteries of artillery. This is a difference in terminology only. When the rules refer to detachments and squadrons you will know this refers to appropriate mobs and other units as well.

Note that in a company which contains several separate detachments or squadrons, there is no need for those units to stay close to each other. They can be deployed where you like – at opposite ends of the battlefield if you want!

Sometimes models become separated from the rest of their formation for reasons beyond your control, for example if an interlinking model is destroyed by enemy fire. When this happens, the remaining models must assume an acceptable formation the next time they move. Models may remain out of formation so long as the unit does not move.

Troops riding into battle in Rhinos or other transport vehicles will often want to leave their vehicles in order to fight or deploy. Normally transport vehicles will be able to keep up with foot troops, but sometimes this won't be

possible. For example, if the infantry move into terrain which is impassable to the vehicles. In this case the transport vehicles may ignore the normal formation rule, but must stay as close as they can to the infantry.

Some special formations like Titan battle groups and Gargant big mobs also have special formation rules. Where this is the case the special rules will be summarised on the back of the formation's army card and explained more fully in the appropriate section of the Codex Titanicus book.

SETTING UP THE BATTLEFIELD

Before the opposing armies clash you need to prepare the floor or tabletop area for battle. Initially at least, a small playing area will suffice, say about 2 feet by 4 feet. A large dining room table is ideal, but the floor will do just as well. Obviously, the larger the game you want to fight the larger the area you will need, and experienced players may wish to increase the dimensions to 6 x 4 feet or more.

A tabletop or floor is, of course, a flat and featureless plain, devoid of trees, slopes, and all the other terrain which gives a battlefield individuality and depth. You can make woods, hills, craters and other terrain yourself, but to begin with the buildings provided in this game will be sufficient. Once you have played a few games you will be ready to introduce more terrain.

Terrain

For the uninitiated, terrain is a gaming term for all the model trees, hills and buildings games are played over and around. Terrain is important for two reasons. First, and probably most importantly, well modelled terrain makes the game look much better. Until you've played a game with nice, varied and interesting terrain you just can't appreciate what a difference it makes.

If you haven't had much experience of terrain making then watch out for articles in White Dwarf magazine. You can also visit your local Games Workshop store where you'll be able to see examples of well-made terrain and receive lots of free advice on how to make it! As a temporary measure you can improvise by using books laid flat to represent hills, twigs and roots for trees, and polystyrene packing for buildings. This should supply you with a more varied selection of terrain to be going on with.

The second reason that terrain is so important is that it breaks up the lines of sight and fields of fire when you are playing the game. The line of sight (LOS for short) is a straight line drawn between an attacker and his target. If this line is blocked, by a piece of terrain for example, the attacker can't see the target and may not shoot.

Field of fire is best explained by an example. Imagine a tank parked on the top of a hill. It can fire all around so it has an unrestricted field of fire across the surrounding countryside. If the tank were in a wood it could not see all round itself so it would have a restricted field of fire and opposing infantry could easily creep up on it without being blasted en route.

Having terrain that affects the line of sight and fields of fire of your formations is important because it prevents battles turning into long range slogging matches with victory going to the player with the longest range guns. With terrain to work with you can use sheltering ridges to move up your infantry and manoeuvre through urban zones to set up deadly crossfires.

Placing Terrain

Because some forces are better at close ranges than others it is important that neither player entirely dictates the set-up of terrain; real commanders are seldom granted the luxury of choosing their battlefield so neither are you!

To set up the battlefield fairly we have devised a terrain generator system which allows you to determine what types of terrain are present. Don't worry if you generate items of terrain you don't have, just re-roll until you get a result you can use. Many players like to draw up their own terrain generator charts based upon their collection of terrain pieces. This is certainly a good idea as it saves endless re-rolling of unwanted results.

Begin by dividing your playing area into 2 foot by 2 foot areas. For each area, roll a D6 and halve the score (rounding up) to find out how many pieces of terrain it contains. To determine what each piece of terrain is refer to the Terrain Table on the playsheet. The chart is very simple to use: roll one dice and find the score along the top of table, then roll a second dice and find the score down the side. Cross-reference the two numbers to find what piece of terrain you have generated.

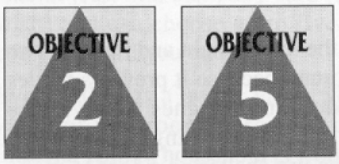
Once you have determined what the terrain is, position it somewhere in the area. Each player places a piece of terrain in turn to keep things fair. Each piece of terrain should ideally cover about a quarter of the 2 foot section it occupies, filling a 1 foot square area or thereabouts with woods, buildings, hills or whatever.

An alternative way of setting up your battlefield is for one player to set up the terrain while the other player has the choice of which table edge he wishes to set up from. This is a good method where time is short, as one player can set the game up while he waits for the other player to arrive.

The meaning of victory is not the defeat of your enemy but his destruction, to eradicate him from living memory, leaving no remnant of his endeavours, crushing utterly his every achievement and removing from all record his every trace of existence. From that defeat no enemy can ever recover. That is the true meaning of victory!

Tactica Imperium

Objectives



Objective counters

Every battlefield has tactically important features which both sides will want to control. For example, commanding heights which offer a good view of the opposing lines, or main pathways between treacherous terrain, or dark woods where defenders can conceal themselves.

These important areas are called **objectives** and are represented on the battlefield by **objective counters**. Each counter marks an area that constitutes a vital objective to one side or the other. How you capture objectives, and how they help you win the game, is explained under Victory Points at the end of the rules section. For the moment, you need only place the counters on the table.

Punch out the 16 Objective counters from the card sheet. There are eight red and eight green counters. Later on the colours are used to denote which side controls the objective. Each side takes four Objective counters and takes it in turn to place a counter face down on the playing area. Each objective counter must be placed:

a) At least 25cm from any table edge

b) At least 25cm from any other Objective counters

Remember, when you place the counters you do not know where your forces will be setting up. Obviously you must bear this in mind as you place them. On the whole it is best to spread the counters around the table as evenly as possible.

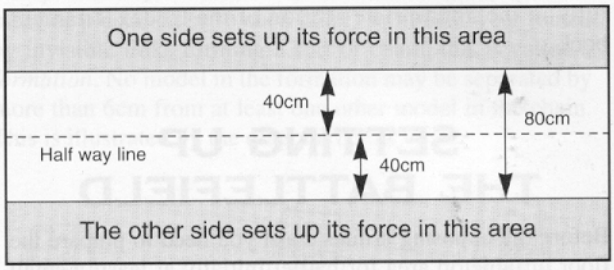
TITAN MISSIONS

When the truly awesome main fighting units – Emperor class Titans and Mega-Gargants, Gargant big mobs and Titan battlegroups, fight in a battle it can be guaranteed that they will be pursuing specific objectives of their own. Often their missions will be unrelated to the battle going on. Instead their objectives will be part of the "big picture" – a Titan battlegroup might have been sent to bolster the line against an enemy thrust, or a Gargant big mob may be intent on demolishing a city, for example. The Titan and Gargant mission cards reflect these specific objectives and are worth additional victory points as indicated on the cards themselves.

At the start of the game, after terrain has been set up, draw a Mission card for each Emperor class Titan, Mega-Gargant, Imperial Titan battlegroup, Eldar Titan squadrons and Ork Gargant bigmob.

SETTING UP THE ARMIES

Armies are set up along the long edges of the table or playing area. Both players roll a D6, and the player who scores the highest may choose which edge of the table he will set up on. His opponent sets up on the opposite edge.



Armies are set up secretly so that neither side knows where the other has deployed until its own troops have been positioned. You can do this in one of several ways.

A method which enables both sides to set up at the same time is to erect some sort of screen across the middle of the table. This way neither player can see the other player's half of the table. Use whatever you have available to create the screen, large Games Workshop game boxes are quite handy for this. You could even use the Titan Legions box itself!

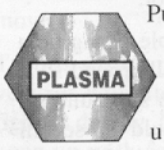
Alternatively, each player may draw a sketch map of the battlefield and mark the positions where he wants his troops to set up. Once both players have marked their positions both sides set up their forces as indicated on their maps.

A third method is to abandon the notion of secret deployment and simply set up troops one after the other. One player places the troops from one epic army card, his opponent does the same, then the first player selects another army card and places those troops, and so on until both players have set up their force. This method is fast and ideally suited to a small 'knock-about' game where you don't have time to make maps and set up properly.

PREPARING THE IMPERATOR TITAN FOR BATTLE

A special datacard is supplied for the Imperator Titan. It is used to control the Titan and keep track of accumulated battle damage, the troops onboard it, ammo expenditure, shield strength and so on. All sorts of vital information about the Imperator Titan is included on the datacard and before the battle begins you need to lay it out somewhere flat where it won't get knocked during the game.

Plasma Counters



Punch out the hexagonal plasma counters and put them in a pile by the datacard for use later. These counters represent the power level in the Titan's plasma reactor and are used to designate which of the Titan's systems are being given the energy to function.

Hellstorm Ammo Counters

The Hellstorm cannon is a massive multi-barrelled projectile weapon the Imperator Titan uses for destroying swathes of men and machines or destroying entire city blocks. The Titan carries a limited amount of ammunition for the Hellstorm cannon represented by the Hellstorm ammo track. Place all the Hellstorm ammo counters in the boxes on the track. When the cannon is fired one ammo counter is removed for each barrage it shoots.

Void Shield Counter

The Imperator Titan is protected by multilayered defensive energy fields called void shields. There is a special track on the datacard that shows the number of shields which are operational. Place the void shield counter on the box numbered '12' on the track to show the shields are at maximum strength.

Garrison Troops

The Imperator Titan often carries troops onboard it. These can be represented by the counters provided, although you may use model troop stands if you wish. Only the specially marked boxes on the datacard can be occupied. Place the counters or troop stands to be carried in the appropriate boxes before the battle begins.

THE MEGA-GARGANT DATACARD

A datacard is also supplied for the Ork Mega-Gargant machine. Like the Imperator datacard, it helps you to keep track of the krew onboard the Mega-Gargant, what damage the Gargant has suffered and a wealth of other details. You can also use the datacard to keep a note of how many Titans the Mega-Gargant has killed and how many battles it's fought in.

Power Field Counters

A Mega-Gargant is protected by numerous power field generators. Unfortunately these break down all the time and require constant maintenance (not the Orks' strong point). To represent this, each Mega-Gargant starts the battle with a random number of operational power fields equal to the roll of a D6 plus 6, so it will have 7 to 12 power fields. There is a special track on the datacard which shows the number of power fields that are operational. The Power Field counter is placed on the appropriate numbered space on the track to show the number of operational fields.

Hull Damage Counters

Mega-Gargants are tremendously well armoured and strongly built but the battering of combat will gradually wear them down. The Hull Damage counter is placed on the hull damage track to keep count of this cumulative damage. As the Mega-Gargant's hull takes more and more of a battering fires are more likely to break out, eventually destroying the Mega-Gargant completely.

Fires Counter

Mega-Gargants are so big that though they can be damaged in combat they can only be totally destroyed by fires burning out of control. The Fires counter starts on zero on the fire track initially. As battle damage is accumulated fires will break out and the Fires counter is moved to show the number of fires burning at the time. Fires can also be extinguished by the krew, in which case the Fires counter can be moved back down the track.

Krew Counters

A vast 'krew' of Orks, Gretchin and Snotlings ride into battle aboard each Mega-Gargant. The Orks fire the guns and stoke the boilers under the stern eye of the Gargant Kaptin and his Nobz. Teams of Snotlings and Gretchin 'Riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings of the Mega-Gargant to fix things and fight fires as the Mega-Gargant suffers battle damage.

The Mega-Gargant datacard includes ten spaces for krew squads. These are divided into three sections: the boiler room, the gun decks, the guardrooms and the bridge. Krew counters are drawn at random at the start of the game and placed in the different sections of the Mega-Gargant to operate the guns, stoke the engines etc. There are four types of krew: Riggers, Boyz, Nobz and the Kaptin.

Riggers: Rigger are squads of Gretchin and Snotlings with a Mekboy overseer. Riggers can fight fires and fix damaged areas but are pretty useless in close combat if the Mega-Gargant gets boarded by enemy infantry.

Boyz: Da Boyz do most of the real work: lugging around shells, stoking the boilers, firing the guns and so on. Boyz can fight fires but they can't repair damage. On the other hand they can make sure no zoggin' humies can get on board the Mega-Gargant.

Nobz: Nobz spend all their time telling the Boyz and Riggers what to do so they don't fight fires or fix damage. On the other hand Nobz are the biggest, meanest Orks around so a Mega-Gargant with a lot of Nobz on it is quite safe from being boarded. Nobz can also lead the krew if they dismount from the Mega-Gargant.

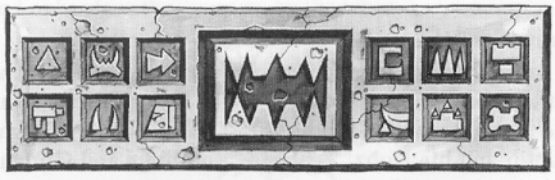
Kaptin: Every Mega-Gargant starts the battle with a Kaptin in command. A Kaptin is either a powerful Ork Warlord or one of his trusted Warbosses. Orks see Gargant Kaptins as heroic individuals who are favoured by da gods, often attributing the destruction wrought by Mega-Gargants to their Kaptin, "Kaptin Ugluk sure trashed dat city" and so on.

If areas of the Mega-Gargant are left unoccupied (either because of casualties or because the krew disembark) the running of the Mega-Gargant will suffer. The effects of empty squad boxes are noted on the datacard itself.

Shouting Counters

The angry bellows of a Mega-Gargant's Kaptin can have an almost magical effect on his krew. They will suddenly catapult into a frenzied blur of activity stoking the boilers or loading the gunz or doing whatever else the Kaptin's yelling about. Mega-Gargants even have special speaking tubes which lead from the bridge to different decks so that when the Kaptin shouts everybody in the right bit of the Mega-Gargant gets to hear him.

Each Mega-Gargant gets a D3 Shouting counters at the start of the game. There are three different sorts of counters which are explained below. You can only play one Shouting counter per turn.



MEGA-GARGANT SUMMARY

1. DRAW KREW COUNTERS

The first thing you need to do is sort a Kaptin stand for each Mega-Gargant and place it on the datacard in the bridge section. Next draw nine krew counters at random for each Mega-Gargant and place them in the boiler room, gun decks and guardroom.

2. CALCULATE POWER FIELDS

Roll a D6 and add 6 to the score for each Mega-Gargant to find out how many power field generators the Mekboyz have got running in time for the battle. Place the Power Field counter on the power field track to show the number of power fields the Mega-Gargant has.

3. DRAW SHOUTING COUNTERS

Place all the Shouting counters in a mug or cup and draw D3 Shouting counters for each Mega-Gargant.

4. BREAK OUT THE FUNGUS BEER AND TOASTED SQUIGS – YOU'RE READY TO GO!

SHOUTING

Waaagh!

This counter may be played in the close combat phase. When this counter is played all the Orks on the Mega-Gargant are filled with the ferocious power of the Waaagh! They howl and fire their weapons wildly in a fearsome display of barbaric fury.

For the rest of the turn roll an extra dice in any close combats fought by the Mega-Gargant itself and da Boyz and Nobz from its krew (whether they're onboard the Gargant or not). Because the Orks are far too excited to aim properly all firing by the Mega-Gargant and its krew suffers a -1 to hit penalty for the rest of the turn. Note that this counter doesn't let Gretchin Riggers roll an extra dice, even though their shooting is affected in the same way as the Orks.

Let em 'ave it!

This counter can be played during the combat phase. The Kaptin yells at the gunners to pull their zoggin' fingers out and fire! The gunners snap to it with amazing precision and let fly immediately. The Mega-Gargant can fire one phase earlier than it normally would. So if it was going to fire in the advance phase it would fire in the first fire phase. To hit penalties for the Mega-Gargant's speed apply as normal.

Full Zoggin' Speed Ahead!

This counter can only be played in the movement phase before the Mega-Gargant moves. The Kaptin yells down to the boiler room to give him an extra burst of speed. The stokers shovel fuel into the furnaces at an astounding rate, so the Mega-Gargant moves 3D6cm and can make one 45° turn to port or starboard regardless of its speed and direction orders, even if it's on Stop orders. There is no penalty on firing for this extra spurt of movement.

ARMIES OF THE EPIC BATTLEFIELD

The Epic game system lets you fight battles with everything from lowly infantry to the terrifying Titans and Gargants that dominate the battlefields of the 41st Millennium. From the smallest to the greatest every warrior and weapon has its part to play and to a large extent complement one another in combat: Titans fighting in built up areas need infantry to enter buildings and flush out enemy troops; infantry in the open need support from their own tanks and Titans lest they be swept away by enemy tanks and so on.

For convenience different types of war machine and troops are categorized into three size classes. These are significant both in close combat and for the effects of some special weapons.

Infantry/Vehicles

Infantry: Infantry in Epic come in 'stands' of five individual trooper models, representing a squad or other small fighting unit. Stands are normally, but not always, armed with bolters or lasguns for firing at other infantry and a missile launcher or lascannon for hitting armoured targets.

Cavalry/Bikes: Cavalry and bike squads are represented by two models mounted on an infantry base. Mounted troops are common to all races in the 41st Millennium and are greatly valued for their speed and flexibility. They are used for scouting, pursuit and shock assaults.

Dreadnoughts/Walkers: Dreadnoughts and Walkers are armoured bipedal fighting machines which stand up to twice the height of a man. Each Dreadnought or Walker is represented by an individually based model. They are usually armed with heavy weapons and lend supporting fire to their own troops or spearhead infantry assaults. Large creatures such as Ogryns, Minotaurs and daemons are also classified as walkers, though they count as infantry for movement.

Vehicles: Vehicles are represented by individual models. This catch-all classification includes all manner of small and medium sized tracked, wheeled, hover and flight capable war machines. Vehicles fulfil roles from tanks to mobile artillery pieces to aerospace fighters to tunnellers to troop transporters. The individual characteristics for each vehicle type cover their weaponry, armour, motive types and special capabilities. Titan Legions contains twelve miniatures of the Ork Bonebreaka tank, a fairly typical example of the vehicle class war machine.

Super Heavy Vehicles

Knights: Knights are represented by individual models. They are large humanoid fighting machines which are controlled by a single crewman and armed with powerful ranged and close combat weapons. Knights fight rapid and highly mobile combats usually relying on close combat to rout their opponents after duelling at long range with weapons fire. The Titan Legions box contains some ten miniatures of the Knight Paladin, probably the commonest fighting machine of the Knight class. Greater Daemons and Primarchs are classified as Knights for the purposes of combat, though they count as infantry for movement.

Super Heavy Vehicles: Super heavy vehicles are represented by individual models. Super heavy vehicles, as their name implies, are large war machines the size of a big building or in some cases a city block! Examples include Ork battle fortresses and the Imperium's Baneblade super heavy tank. Undoubtedly the biggest super heavy vehicles are those built by the Squats which rival Titans in size and firepower. Most super heavy vehicles are tracked due to their great weight, though huge tunnellers and gravitically powered machines also exist.

Titans

Battle Titans: Battle Titans are represented by individual models. Battle Titans are giant bipedal war machines in excess of 10 metres tall, heavily armoured, protected by energy shields and hideously beweaponed. Battle Titans have a substantial number of crewmen to operate them and are capable of sustaining (and repairing) a considerable amount of damage before they are destroyed.

Scout Titans are light, manoeuvrable Battle Titans used for scouting and reconnaissance which also fall into this category. Battle Titans are among the most powerful machines in the Epic system and they are able to take on many times their number of conventional tanks and troops in combat. Battle Titans are most commonly built and used by the Imperium, the Eldar and the forces of Chaos.

Gargants: Gargants are represented by individual models. Gargants are the Ork equivalent of Battle Titans but are crude, mechanical monsters built as idols to their bloodthirsty gods. Gargants come in a variety of shapes and sizes but are basically similar in their construction requiring large crews and constant maintenance. What Gargants lack in quality they more than compensate for in quantity as they mount mount batteries of weapons and are protected by plenty of simple but effective power fields.

Emperor Class Titans: Emperor class Titans are represented by very large individual models. Emperor class Titans are among the largest machines capable of fighting on a planetary surface. They carry more energy shields, armour and weaponry than anything else. A single 'Imperator' Emperor class Titan model is included in the Titan Legions game.

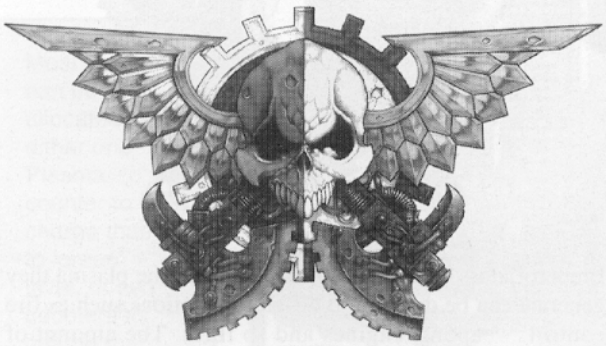
Mega-Gargants: Mega-Gargants are also represented by very large individual models. Mega-Gargants are the biggest and most heavily armed Ork Gargants around and they are used to bludgeon particularly tough enemy positions into submission. Two Mega-Gargant models are included in the Titan Legions game.

Violent aggression alone is not enough to win a war. Violence must be accompanied by intelligence as aggression must be tempered by purpose. There is no blow as ultimately destructive as that which is ultimately considered.

The Science of War. Selaz Cuwict. Technomagus of the Adeptus Mechanicus

SEQUENCE OF PLAY

In a battle lots of things happen at once: forces move, shoot, await orders, take up fresh positions, and perform countless other actions. So that all this furious activity can be represented in the game Titan Legions is divided into turns. Each turn is itself divided into five phases: the **order phase** when orders are issued, the **movement phase** when forces move to new positions, the **psychic phase** when psykers use their powers, the **combat phase** when units fire their weapons, and the **end phase** in which the progress of each army and the state of its morale are assessed.



During a turn both sides are allowed to give orders, move, and shoot. So, both sides give orders in the order phase, move their units in the movement phase, employ psychic powers in the psychic phase, fire their weapons in the combat phase and so on.

The game rules are presented in this rulebook in the same order as the sequence of play. The best way to learn the rules is to read through them once, and then start playing your first game. As you come to each new phase, read through the relevant rules section and then perform any actions for the phase. You'll quickly get into the swing of things even it seems a little confusing at first.

More Than Two Players

Though the rules assume the game is being played by two people, there is absolutely no reason why more than two players should not take part in a game. In fact, multi-player games are often more fun than 'head-to-head' games as the extra players speed up play by helping to move troops and roll the extra dice.

In a multi-player game the players split into two sides, with the forces available to each side divided between the players in some mutually agreed way. Each player is responsible for his own troops throughout the game. Of course, there is nothing to stop one player 'helping out' another if he has time, nor is there any reason why players on the same side shouldn't confer. It is a good idea to nominate one player on each side as the Commander-in-Chief who becomes responsible for keeping track of the army's victory points and making sure any other recording is done.

TITAN LEGIONS SEQUENCE OF PLAY

ORDER PHASE

In the order phase Emperor class Titans allocate power to use in the forthcoming turn. Mega-Gargants set their course and speed orders. Both players also place an order counter face down beside each of their other units. Each player then rolls a D6 and the player who scores highest wins the initiative for the turn. All orders are then revealed.

MOVEMENT PHASE

Both players take it in turns to move their forces. The player who won the initiative may choose to move first or second. The player who moves first moves all of his models, and then his opponent does the same.

PSYCHIC PHASE

In the psychic phase both players alternate using models with psychic powers. The player who won the initiative goes first.

COMBAT PHASE

Combat is worked out in three separate phases in the following sequence:

First Fire Segment: Units with first fire orders may fire. Players alternate firing Titans or Gargants, troop detachments, vehicle squadrons, and other units starting with the player who won the initiative.

Close Combat Segment: All units in base-to-base contact fight a round of close combat.

Advancing Fire Segment: Units with advance orders may fire. Players alternate firing Titans, troop detachments, vehicle squadrons etc starting with the player who won the initiative.

END PHASE

Victory points are added up. If a player has reached the victory point level that he needs to win the game then the battle is over – he has won! Damaged Titans and Gargants may be repaired in this phase and troops with broken morale check to see if they go onto fall back orders next turn.

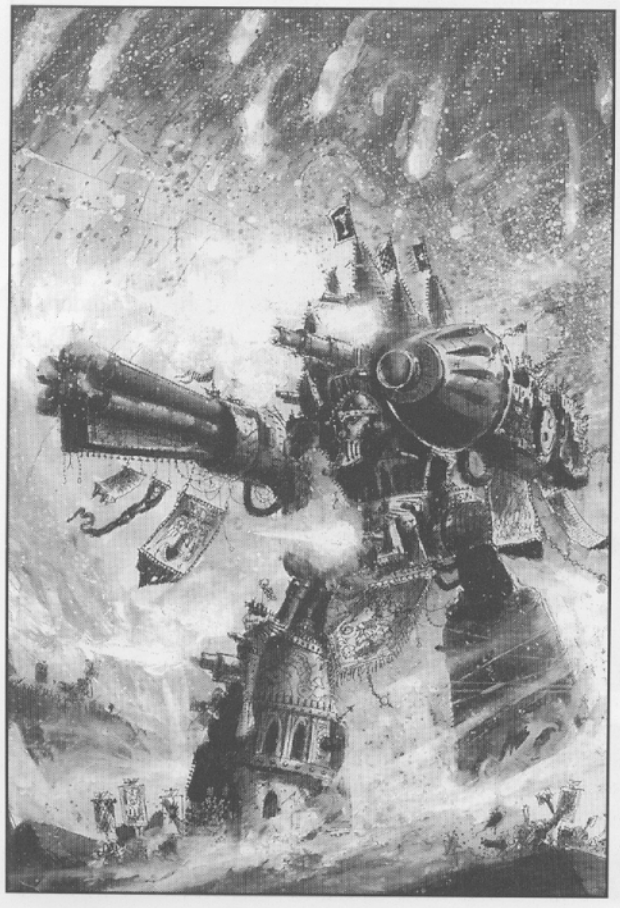
THE ORDERS PHASE

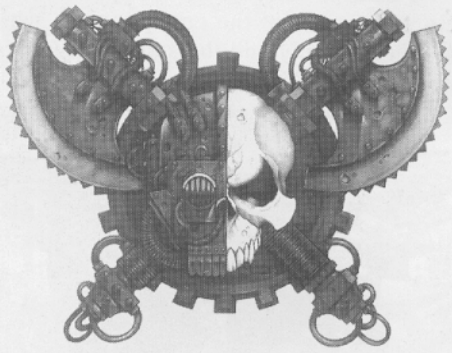
The gigantic engines of destruction in Titan Legions are too large to react instantly to changing circumstances. Their commanders have to plot their courses, gunners must lay their weapons on target as part of pre-planned salvos, engineers must bring their machineries up to full power in readiness and so on. Ordinary troops and tanks on the battlefield don't wander around aimlessly either, they move and fight with definite purpose as part of the carefully conceived strategy of their overall commander.

The **orders phase** is the part of the turn when you must think about and plan your strategy before you prepare your monstrous Titans or Gargants and choose appropriate orders for your troops. In many ways it is the most important phase as a mistake at this point will restrict what your forces can do for the rest of the turn.

EMPEROR CLASS TITAN POWER ALLOCATION

The dreaded Emperor class Titans of the Imperium are awesome fighting machines. They carry an entire arsenal of weaponry and are protected by powerful energy shields, called void shields, and armour thick enough to put even the fortress monasteries of the Space Marines to shame. A large part of the success of Emperor class Titans can be attributed to their giant plasma reactors which supply the prodigious amounts of power they require to keep moving and firing. While the smaller Scout and Battle Titans also have plasma reactors they are tailored to the requirements of the individual design – they produce exactly the right amount of energy that is required, no more and no less.





Emperor class Titans are unusual because the plasma they generate can be directed to different functions such as fire control, weapons, engines and so forth. The amount of plasma generated by the reactor can vary a lot during a battle but a good Princeps (as a Titan commander is called) can consistently out-shoot and out-manoeuvre a more conventional opponent.

Generating Plasma Counters

During the orders phase Emperor class Titans roll to determine the number of green plasma counters they generate for that turn. The number of dice rolled varies from type to type. The Imperator Titan, for example, rolls 2D6, while the Warmonger (another common Titan in this class) rolls 1D6 and adds +2 to the score. The actual number of dice rolled is indicated on the Titan's datacard. Roll the dice and place the number of plasma counters indicated in the reactor core with their green side uppermost.

Allocating Plasma

Plasma counters are placed in the power locations marked with a hexagon on the Titan's datacard. Different power locations perform different functions, these are described on the datacard and summarised in the diagram opposite.

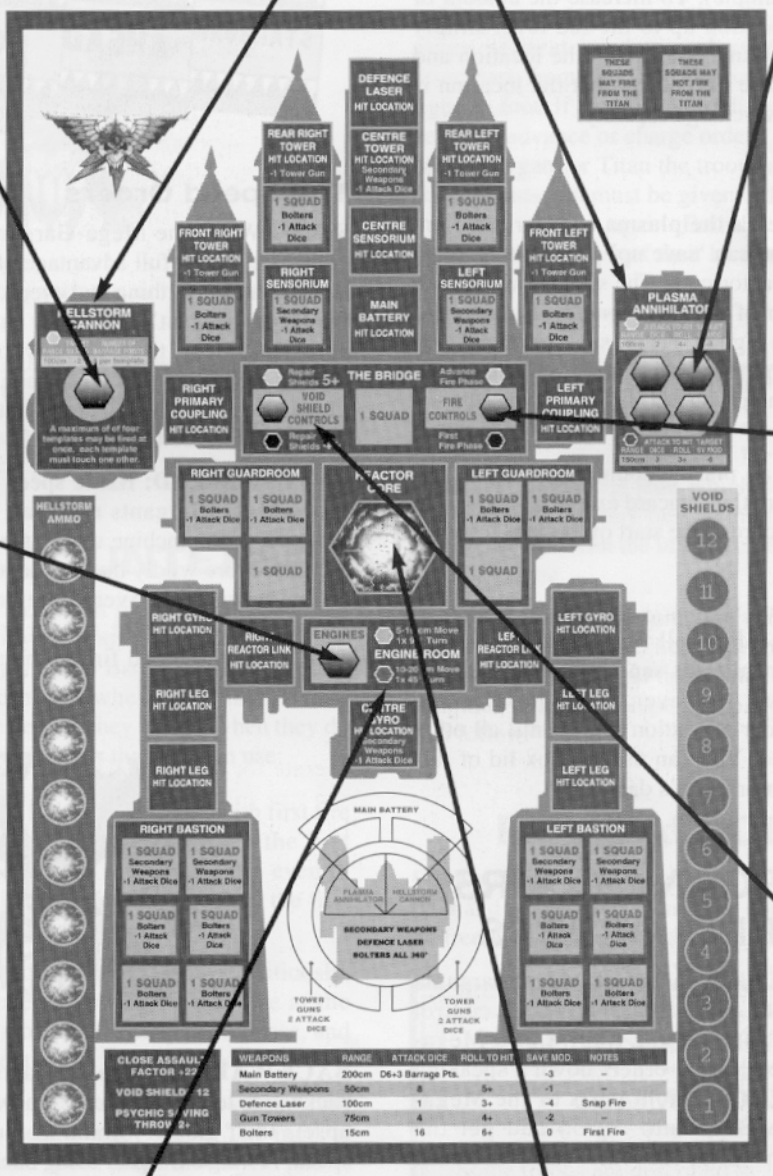
By placing a green plasma counter in a power location you, as the Titan's Princeps, are ordering power to be directed to whatever functions that location performs. For example, placing a counter in the Engines power location will enable the Titan to move across the battlefield in the coming turn, placing a counter in Fire Control will enable the Titan to fire and so on. This means that by placing plasma counters you can plan your coming turn – how fast you will move, when you will fire and how powerful your weapons will be.

All the locations on an Emperor class Titan that can have power allocated to them in the form of Plasma counters are marked with a hexagon like this.

PRIMARY WEAPONS. The primary weapons are an Emperor class Titan's most deadly armament. They are powered independently: the Hellstorm cannon is fully powered by one Plasma counter, while the Plasma Annihilator may be powered by up to four.

Some locations can be given more than two Plasma counters. Where this is the case, as on the Plasma Annihilator, several hexagons are shown.

Most locations can be allocated either one Plasma counter to charge them to 'green' level, or two counters to charge them to 'red' level. Locations charged to red level are more effective, so in the case of the engines, for instance, the Titan would move faster.



FIRE CONTROL This power location determines how quickly an Emperor class Titan can bring its guns to bear. The more power that is allocated to Fire Control the faster the Imperator Titan can lock onto targets. If there is no power in Fire Control the Imperator Titan can't fire!

VOID SHIELD CONTROLS This power location raises the Imperator Titan's energy shields; more power makes them regenerate faster. If the void shield controls have no power the shields can't be raised at all!

ENGINES. As noted above, the amount of power allocated to the engines dictates how fast the Titan can move – no power, no movement. Unlike most units, movement doesn't affect an Emperor class Titan's firing, which is dependent on *Fire Control* instead.

REACTOR CORE. This is where Plasma counters are generated, and where excess plasma can be stored for use later. The reactor core doesn't need to be powered by Plasma counters.

Overcharge Level

Once a green plasma counter has been placed in a power location that location has been energised and will function at the green level indicated below it. For example, the Imperator class Titan can move between 5cm and 10cm when its engines are powered up to the green level (ie, with a green plasma counter).

Some power locations can be powered up to a red "overcharge" level, giving an increased performance (the Imperator Titan's engines will move it 10-20cm if powered to the red level, for example). To increase the amount of power directed to a location up to the red level simply place a second green plasma counter on the location and flip it over to the red side to indicate that the location is now operating on red overcharge capacity.

Storing Plasma

You don't have to use all the plasma counters that are generated each turn, you can 'save up' plasma by leaving some counters in the reactor core. The saved counters can be added to the number of counters generated in the next orders phase. It is often a good idea to store plasma if you roll up a particularly large amount one turn as having some energy in reserve can help you out in future turns if very little plasma is generated.

At the end of the turn all plasma counters, regardless of colour, are removed from the datacard except for those that were left in the reactor core at the start of the turn.

Secrecy

You shouldn't keep the dice roll for plasma generation secret from your opponent – his sensors can pick up the level of power build up. However, when you come to allocate plasma keep your allocation secret until all other orders have been placed. You can use the box lid of this game to hide the Imperator Titan's datacard.

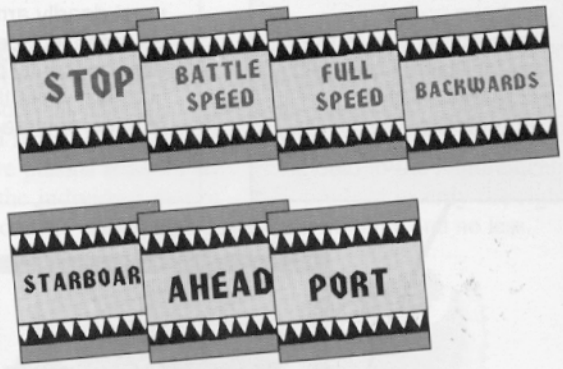
MEGA-GARGANT COURSE AND SPEED ORDERS

Unlike Imperial and Eldar Titans, Ork Mega-Gargants don't have sophisticated mind impulse units to control their main functions. Instead, the Kaptin of a Mega-Gargant must rely on bellowing orders down a speaking tube so that the Nobz in different parts of the Mega-Gargant will boot da Boyz into action and get the lumbering machine to move and shoot as the Kaptin wants. Well, most of the time it works.....

To represent this slightly unreliable command system Mega-Gargants need two order counters in the orders phase – one for speed and one for direction. There are four different speed orders and three course orders. The different Mega-Gargant order counters are shown below.

During the orders phase one speed order and one course order counter must be placed face down next to each Mega-Gargant. The speed orders dictate how quickly the Mega-Gargant will move and when it will fire in the turn.

The course orders dictate in which direction the Mega-Gargant will turn (if at all) during its movement.



The Speed Orders

STOP: When the Mega-Gargant is on stop orders the gunners can take full advantage of the momentary calm to blaze away at anything and everything nearby. This means the Mega-Gargant's weaponry can be fired more quickly and accurately than on any other orders – though manoeuvrability is obviously sacrificed. On stop orders the Mega-Gargant doesn't move but it fires in the first fire segment of the combat phase.

BATTLE SPEED: Battle speed is the standard fighting speed Mega-Gargants move at. The rattling, bouncing progress of the mchine upsets the aim of the gunners and they fire more wildly but the Kaptin has the compensation of maybe running over some enemy troops! A Mega-Gargant using battle speed orders can move in the movement phase and fire in the advance fire segment of the combat phase.

BACKWARDS: Mega-Gargants will sometimes move backwards to manoeuvre to a new firing position and this upsets their gunnery about as much as moving at battle speed. A Mega-Gargant using backwards orders can move in the movement phase and fire in the advance fire segment of the combat phase.

FULL SPEED: A Mega-Gargant moving at full speed is a terrifying sight. Smoke and steam belch from every opening, tortured metal screams and the whole machine lurches forward with startling speed. Firing at full speed is more a matter of luck than judgement but that doesn't stop the gunners trying! A Mega-Gargant using full speed orders can move in the movement phase and fire in the advance fire segment of the combat phase.

The Course Orders

Mega-Gargants are unusual because they have tracks, unlike other smaller types of Ork Gargant, which have crude feet. This means they can roar along at a fair rate of knots but can't turn quite as quickly as smaller Gargants.

Mega-Gargants can only turn if they are on battle speed or full speed orders. The course orders given to it will dictate which way the Mega-Gargant will turn, if at all, during its movement.

AHEAD: The Mega-Gargant may not make any turns, regardless of its speed.

STARBOARD: The Mega-Gargant must turn up to 45° right during its move if its speed orders permit it.

PORT: The Mega-Gargant must turn up to 45° left during its move if its speed orders permit it.

ORDER COUNTERS

During the orders phase you must place an order counter face down next to each of your troop detachments, vehicle squadrons, ordinary-Gargants and Battle Titans. The order counter you select determines when those troops may move and fire, and how effective they will be when they do so. There are three different orders that you can use:

FIRST FIRE: Troops and fighting machines with first fire orders remain stationary and prepare to fire at the first opportunity. None of the models may move, not even to turn to face a different direction. Models attack in the first fire segment of the combat phase.

ADVANCE: Units with advance orders move cautiously, making short halts or peering over cover to fire at the enemy. All models may move in the movement phase, and fire in the advance segment of the combat phase.

CHARGE: Models with charge orders move flat out, sacrificing firepower and caution for speed. The models move at double their normal speed in the movement phase, but may not fire at all in the combat phase (though they may fight in close combat, see later).

Units with no Order Counter

If you forget to put an order counter down for your troops then that troop detachment, vehicle squadron or Titan may not move. However, models are allowed to fire in the advance fire segment to represent the troops reacting to enemy troops nearby. On the whole it's not a good idea to forget to provide troops with orders!

Troops Onboard Emperor class Titans and Mega-Gargants

Emperor class Titans are so huge that they can carry detachments of troops onboard to defend the Titan and conduct ground assaults where needed. Similarly, Mega-Gargants have very large krews of Gretchin, Ork Boyz and Nobz who keep the machine working, fight off enemy boarders or use the Mega-Gargant as a giant transport vehicle.

As long as these troops remain embarked they are assumed to have first fire orders. Embarked troops never need to be given separate orders unless they are intending to disembark from their machine in the movement phase and fight on foot. If they intend to disembark the troops should be given advance or charge orders. Once they have left the Mega-Gargant or Titan the troops are treated like ordinary detachments and must be given orders each turn as normal until they embark again. Embarked troops are always in formation regardless of their location in the Titan or Mega-Gargant.

INITIATIVE

After all orders have been issued, you need to determine which side wins the initiative for that turn. Each player rolls a dice, and the side which scores highest wins the initiative. Re-roll any ties on the first turn, but thereafter the player who won the initiative on the previous turn loses if there is a tie.

The side that wins the initiative will be at an advantage for the rest of the turn. The player will be able to choose whether he moves first or second, for example. The effect of initiative in each phase is explained fully in the sections that follow.

REVEAL ORDERS

Once you have determined who has won the initiative, flip over and reveal all of your order counters. Orders may now be freely examined by either player.

SPECIAL RULE

COMMAND UNITS

Some troops are described as 'command units' on the data sheet. Examples are Knight HQ units, Eldar Warlocks and Ork Nobz. A command unit does not need orders: it automatically counts as having charge orders for movement and first fire orders for firing. There is therefore no need to place an order counter for these troops. The command unit is a distinct unit just like any other unit such as a tank squadron or an infantry detachment.

THE MOVEMENT PHASE

During the movement phase models can move if their orders allow them to do so. The side that won the initiative may choose to move first or second. The first side moves all of its models and then the second side does likewise.

Emperor class Titans may only move if they have allocated plasma to their engines; Mega-Gargants may move if they have any speed orders other than the stop order. The distances Emperor class Titans and Mega-Gargants can move can be found on the appropriate datacards, though they are also summarised below for convenience.

MEGA-GARGANT

Speed Orders	Min. Move	Max. Move	Restrictions
Stop	0 cm	0 cm	No turns
Battle Speed	5 cm	15 cm	1x45° turn
Full Speed	15 cm	25 cm	1x45° turn
Backward*	5 cm	5 cm	No turns

** Backward orders may only be used if the Mega-Gargant had stop orders in the previous turn.*

IMPERATOR EMPEROR CLASS TITAN

Engine Power	Min. Move	Max. Move	Restrictions
Energised (green)	5cm	10cm	max 1 x 90° turn
Overcharge (red)	10cm	20cm	max 1 x 45° turn

Models other than Emperor class Titans and Mega-Gargants may move in the movement phase only if they have advance or charge orders. Models with first fire orders may not move at all, those with advance orders move at the normal rate, and troops with charge orders move at double rate.

Models with advance orders can be moved up to their speed value as noted in their characteristics. Models with charge orders may move up to double their speed value. Note that all speed values are given in centimetres. Models on first fire orders cannot normally move but those embarked on Mega-Gargants or Emperor class Titans may move to different locations on the datacard during the movement phase. It is assumed these troops have to travel only short distances via lifts and travel tubes so their firing is not inhibited.

MOVING

As you move it is a good idea to move all the models in each unit at once – this means you won't forget to move some! Remember that the models' final position must conform to the Formation rule where applicable.

Except for Mega-Gargants and Emperor class Titans as noted above, models are never forced to move, regardless of their orders. However, once models have been moved you may not change your mind – when you have let go of the model you have completed its move.

Except for Titans and Gargants, models may be moved in any direction and in any manner you like – in a straight line, round corners or in a curving path. Vehicles always finish their movement facing in the direction they have travelled, except that they may turn up to 45° once their move is over to allow for their limited manoeuvrability. This prevents players moving in one direction (such as backwards) and turning right round to face another. Infantry are more mobile and so can be turned to face any direction once they have moved.

Titans move straight ahead, and they may only change direction by turning once during their move. The Titan may turn at any point at the beginning, end or any point in between. Most Battle Titans can make a single turn of up 90° during their movement, where this is not the case it is noted on their datacard. Turning distance for Emperor class Titans and Mega-Gargants is limited according to their orders as noted above.

Terrain

Some models are unable to move through some types of terrain, while others will be slowed down by it. This is indicated by the Terrain Chart on the playsheet. In the case of buildings, models are placed on the roofs to indicate that they are inside occupying balconies, ledges and other suitable fire positions.

SPECIAL RULES

TRANSPORTING TROOPS

Some infantry detachments include transport vehicles such as Rhinos, and some very large fighting machines such as Leviathans and Emperor class Titans often carry infantry on board. If an infantry stand uses up all of its movement before it gets into its transport then the transport may not move at all – it has spent all the time waiting for the infantry. If the infantry uses half its move to reach the transport then the transport may move half of its normal distance, this being the portion of time remaining.

In all cases whatever portion of time is used by the infantry will reduce the transport's move accordingly. The same applies in reverse when infantry are getting out of the transport – if the transport moves half its move then the infantry have half their move left.

Infantry are not allowed to enter and leave a transport on the same turn. Troops travelling in a transport vehicle may not fire or fight in close combat but they can use psychic powers or other special abilities such as those possessed by Medics and so on. Troops travelling onboard a larger machine may only attack if the rules for the model they are carried on state they can.

If a vehicle or super heavy vehicle is destroyed any troops inside are killed automatically. If a larger machine suffers a hit to a troop carrying location and fails its armour save the troops in that location also suffer a hit and will be destroyed unless they make a saving throw. If the larger machine is destroyed all the troops on board it are killed automatically.

SKIMMERS

Some vehicles hover above the ground using their gravitic reaction jets – a highly advanced form of anti-gravity motor. These vehicles are called skimmers. When you move a skimmer you can choose to fly over terrain features such as woods or buildings. This means the terrain doesn't slow the skimmer down as it would a vehicle that moves along the ground. Though skimmers can boost their height enough to fly over obstacles while moving they cannot maintain their height for a sustained period, hence a skimmer may not end its movement above impassable or difficult terrain.

Skimmers with first fire orders may make special 'pop-up' attacks. The vehicle pops up from behind concealing cover (buildings/woods/etc), fires at its chosen target, and flies down into cover again. When working out which targets the skimmer can see assume the model is somewhere above the tabletop and able to look down over any terrain. When skimmers make a pop-up attack, enemy units shooting in the first fire segment are allowed to fire back if they are within range, but enemy units firing in the advance fire segment may not fire at the skimmers if they have dropped back down behind cover where they cannot be seen.

FLYERS

Flyers are similar to skimmers because they use powerful engines or anti-grav units to propel themselves through the air over the battlefield. When you move a flyer it can ignore the terrain it passes over altogether so difficult and impassable terrain aren't a barrier to it. The flyer's move has to be made in a straight line, but it can turn by any amount at the beginning and end of its move. Some flyers have a minimum move, and where this is the case it is noted in their characteristics. These flyers must make their minimum move each turn; if they fail to do so they will crash.

At the end of its movement you can leave a flyer on its flying stand to represent it staying at low level to lurk behind buildings, woods and hills to make use of cover. Alternatively you can place the flyer on top of an upturned cup or something similar to show that it is rising high up in the air (enterprising players may want to make special tall flying stands using brass rod or thick wire for this but an upended plastic cup works just as well).

A flyer at high level can spot targets easily, ignoring intervening terrain, just like a skimmer executing a pop-up attack. When a flyer is high up in the air anybody shooting at it must add 25cm to the actual range between the two models, to represent the fact that the flyer's height makes it a much harder target to hit. Because the flyer is firing down at its foes it doesn't have to add 25cm to the range. This means a flyer can stay high up and out of the range of many weapons while still pounding its foes with its own weapons.

Flyers can't gain or lose height as fast as an ordinary skimmer so they can't make pop-up attacks. This means that as long as the flyer is at high level everything on the table can see the flyer and the flyer can see everything on the table. If you choose to keep the flyer at low level it can see whatever you can see from the model's eye view just like anything else in the game.

SNAP-FIRE WEAPONS

Some weapon systems mounted on Titans or specially designed vehicles are configured to track and shoot down fast moving targets such as skimmers or flyers. These weapons are often robotically controlled and are also useful for picking off ground targets moving from cover to cover or unshielded Titans attempting to withdraw out of sight.

These special systems are called snap-fire weapons. As long as a model mounted with a snap-fire weapon is able to fire in the first fire segment the snap-fire weapon can shoot during the movement phase. The owning player can interrupt an enemy's move part way through by declaring a snap-fire attack. All normal rules for line of sight, range and so on apply to the shot. If the enemy model survives it can complete its move once the snap fire attack has been resolved.

THE PSYCHIC PHASE

In the psychic phase models with psychic powers can use them to try and influence the battle. The nature of each race's psychic powers varies tremendously: Ork Weirdboyz blast their opponents with ravening bolts of energy, Chaos daemons unleash ancient and proscribed magics, Space Marine Librarians assail other psykers with mental duels while the esoteric Eldar manipulate the strands of fate with their dreaded Warlock Titans.

Though psychic energy and its uses are well understood by many in the 41st millennium there are few practitioners of sufficient strength to influence entire battles. It is quite likely that you will have few or even no psykers in your force. Details of individual psychic abilities are described in the rules for specific models.

During the psychic phases both sides alternate utilising their models' psychic powers. The side that has won the initiative goes first. The player chooses one of his psychic models, and unleashes its psychic powers. Nearly all psychic powers have a range and require a line of sight to work just like shooting attacks – see the combat phase for more details.

Shields

Power fields and void shields on Titans, Gargant and other large war machines set up interference patterns that disrupt psychic effects. Whenever a psychic power is used on a model which has functioning shields roll a D6: on a score of 1-3 the psychic effect is dispersed by the shields and nothing happens. On a score of 4-6 the psychic power penetrates the shields and the attack takes effect as normal. The shields are unaffected by the attack regardless of whether it penetrates or not.

Note that attacks like Ork Weirdboyz' psychic bolts which roll to hit and have a saving throw modifier must knock down shields just like normal weapon attacks. This is because they are psychic attacks that use physical energy like fire or lightning to inflict damage.

Psychic Saves

Some models are protected against psychic attack and have a special psychic saving throw. The rules for the model itself will tell you whether this is the case.

If a model has both shields and a psychic saving throw, like the Imperator Titan, psychic attacks must first penetrate the shields and then the model may make a psychic saving throw. For example, a Mega-Gargant shooting an Imperator Titan with its Weirdboy tower would knock down a shield with each hit it scored. If the Weirdboy bolts knocked down all of the Imperator's shields it would get a psychic saving throw against any remaining hits.

Psychic Save and Warp Attacks

Some weapons like Warp and Vortex missiles, Eldar Distortion cannon and Ork Shokk Attack guns use warp energy or manipulate the fabric of real space to achieve their effects. Units with a psychic saving throw can roll to save against these attacks as if they were psychic attacks.

THE COMBAT PHASE

During the combat phase all firing is resolved and close combats are fought out. Combat in the Epic battles system is fast and furious, and entire companies of men and machines can be wiped out in moments. Even mighty Titans can be sent crashing into flaming ruin by salvos of cannon and laser fire. As the commander of your force you must ensure that, having manoeuvred into good positions to deal out death and destruction in the movement phase, you direct your fire to achieve maximum effect in the combat phase.

The combat phase is split into three segments: the first fire segment, the close combat segment, and the advance fire segment. In the first segment first firing models may shoot, in the second segment close combat attacks are resolved. In the third segment models which are capable of firing and haven't already done so can fire.

In each segment, both sides alternate firing their models. Begin with models on first fire orders: the side which has won the initiative goes first. The player chooses one of his units (a single detachment, vehicle squadron, HQ unit or Titan), and fires with those models.

Once models have fired turn their order counter over to indicate that they cannot fire again that turn. For example, you might choose the Imperator Titan, in which case the Imperator could fire all of its available weapon systems. Alternatively, you might choose an Ork Bonebreaka squadron, in which case you would be able to fire with all three Bonebreaka tanks.

After the first side has fired with its chosen troops, the other side chooses one of its units and fires with those models. The first player then chooses another of his units and fires, then the other player chooses and fires, then the first player again, and so on until all models capable of shooting in the first fire segment have fired.

The close combat segment is conducted slightly differently as explained in the following section.

In the third or advance fire segment any models that can use advance fire may shoot. The procedure is exactly the same as for models with first fire orders. If you want you may choose to hold the fire of models with first fire orders until the advance fire segment. If you decide to do this, instead of making an attack in the first fire segment change the order counter to an advance order counter.

FIRING

When it is your turn to attack, pick one of your units as described above. Each model (ie troop stand/vehicle, etc) in the detachment/squadron etc may fire once. In the case of vehicles and Titans each weapon system on the model may be fired once.

Begin by nominating the target that each model will fire at. There is no rule that says all the models have to fire at the same bunch of enemy, but you must nominate which of your models will fire at which enemy targets before you roll any dice. You may not measure the range before you have nominated all the targets for that detachment/etc - you must rely on your judgement as to whether the targets you have chosen are within range. If you misjudge the distance, and your nominated target is not within range, you miss automatically (see Range, below).

Consult the data sheet and find the 'to hit' score for your model – this shows the minimum D6 score required to hit the target. This dice score may be increased or decreased by the 'to hit modifiers' for terrain indicated on the playsheet. Roll a dice for each model firing and add any modifiers that apply. If you score your 'to hit' number or more you have hit the target.

Most players prefer to fire several stands or vehicles against a single group of enemy, such as an enemy infantry detachment or a vehicle squadron. All you need do is declare that you are firing, for example, six Space Marine troop stands at three enemy troop stands – two shots at each stand. Then roll 2 dice for each enemy stand to determine where hits are scored.

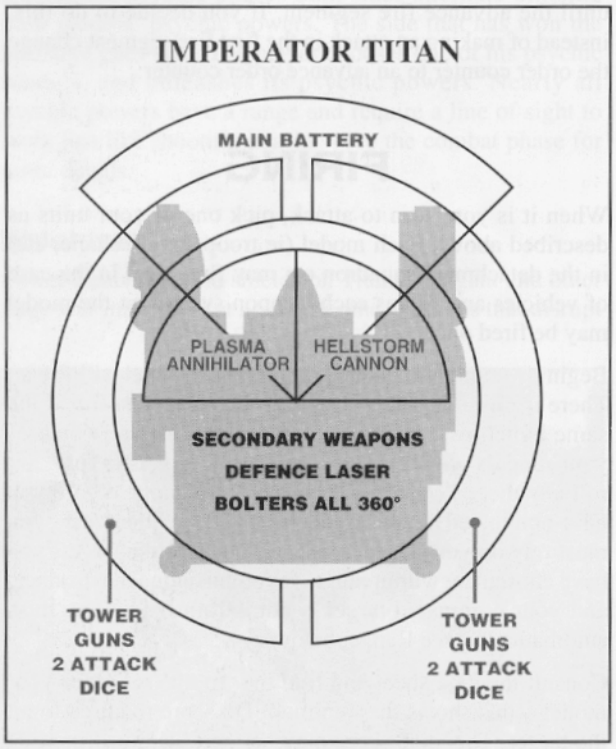
Exactly how you arrange your firing is up to you. So long as both players are clear as to which models are firing at which targets you can bunch shots in any way that you feel saves time and concentrates fire.

TARGETS

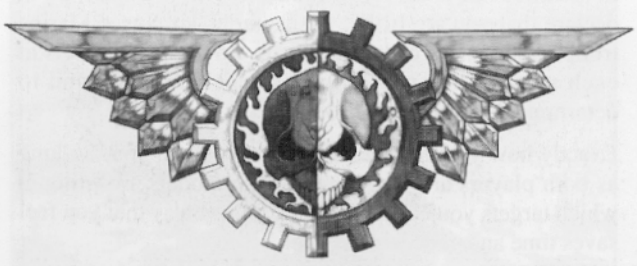
Except in the case of barrage fire (which is explained later) models may only fire at targets that they can actually see and are within range of the weapons they are using. In addition, vehicles and Titans can only fire weapons which they can bring to bear on the target.

Fire Arc

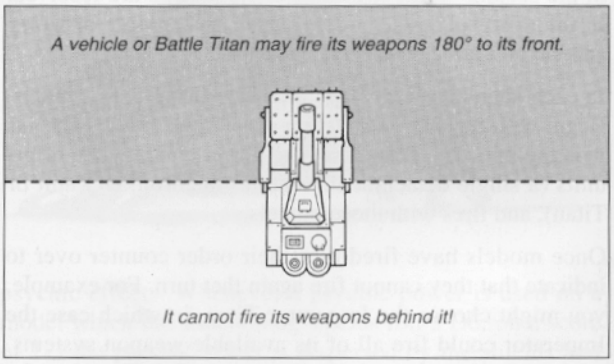
A weapon must be able to point at its target to fire at it. With vehicles and Battle Titans this does not pose much of a problem. However, Emperor class Titans and Mega-Gargants carry numerous batteries of weapons with differing fire arcs, and the size of these great war engines means weapons may be blocked from firing by the bulk of the Titan's hull. The datacards for Emperor class Titans and Mega-Gargants include diagrams of their weapon fire arcs. As an example, the Imperator Titan's fire arc diagram is shown below.



As you can see, on the Imperator Titan the secondary weapons, bolters and defence laser can fire in any direction while the primary weapons, main battery and tower guns are more limited.



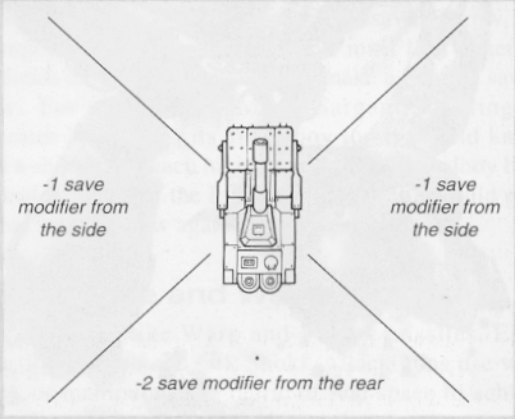
Troop stands are assumed to be fairly mobile so they are allowed to fire in any direction; if they need to fire behind them then individual troopers can just turn around. Vehicles and Battle Titans, however, can only shoot at targets within their fire arc, as shown on the diagram below.



SPECIAL RULE

SIDE AND REAR SHOTS

Armoured vehicles have their heaviest armour on the front – where the enemy are most likely to hit. The armour on the sides is lighter and that on the rear is lightest of all. To represent this you reduce armour saving throws by 1 if hit from the side, and by 2 if hit from the rear. This only applies to vehicles, not to Titans or other armoured targets.



SPECIAL RULE

BARRAGES

Many Titan or Gargant weapons, rocket launchers, and artillery pieces fire a barrage of shots that rain mass destruction on the enemy. When vehicle-mounted artillery or launchers are grouped together in a detachment (usually referred to as a battery) they normally fire a single barrage at the same general target. On the data sheets these weapons have no attack dice or to hit roll, instead they have a number of **barrage points** (sometimes abbreviated to 'BP'). The main difference between a barrage and a normal attack is that the barrage covers a substantial area and so may hit several models.

If you fire a barrage at a target that can be seen by the firing model (or even just one model out of a battery of several vehicles), this is called a **direct barrage**. Because crews can see where they are aiming the direct barrage will be very accurate indeed. You can also fire a barrage at a target that the model can't see so long as at least one model in your force can see the target and so long as the unit firing the barrage can fire in the first fire phase. In this case the troops who can see the target are communicating the enemy's positions to the waiting gun crews. This is called an **indirect barrage**. Indirect barrages are not as accurate as direct barrages.

To fire a barrage declare which unit is firing then take the barrage template and place it on the table where you want the barrage to land, within the range of the firing unit. The barrage can be placed to cover as many models as possible, it doesn't have to be centred on one target. A barrage can be directed at a building, wood or other terrain feature if desired, this represents the use of speculative fire to attack areas that may conceal enemy troops. However, remember that the barrage must be placed in the line of sight of either the firing unit or another friendly unit, so it would usually be impossible to fire a barrage into the centre of a wood, for example.

Next refer to the data sheet to work out the total number of barrage points. In the case of vehicles the whole unit fires at once, so the number of barrage points for each vehicle is multiplied by the number of vehicles to find the total number of barrage points. When Titans or Gargants fire, each weapon is treated as a separate battery and in some cases one weapon can fire several barrages at once. When you have worked out the total barrage points refer to the Barrage Chart on the playsheet. This indicates the dice score needed to hit each model under the template. Models that are partially covered by the template may be hit if they lie mostly under it. If they are mostly outside the template they escape unharmed. Roll one dice for each model under the template and remove or take saving throws for models which are hit as normal.

Barrages normally inflict a maximum of one hit against each model under the template, even against Titans and other large war machines. This is because barrages cover the area with a combination of blast and shrapnel which is less effective against such heavily armoured targets.

Indirect barrages are more likely to miss their intended target, usually because the co-ordinates given to the crews are inaccurate. Once you have positioned the barrage template roll the scatter dice and 2D6. If the scatter dice shows a 'hit' the attack is on target. If it shows the scatter arrow, the barrage has missed and lands some distance off in the direction indicated by the arrow. The 2D6 score shows the distance in centimetres that the barrage template scatters. For example, if you roll 5 move the template 5cm, if you roll 10 move the template 10cm and so on. Wherever the barrage lands anything underneath may be hit exactly as for a normal barrage.

Range

The range of each type of weapon is indicated on the data sheets. Once you have nominated your target measure the range – if the target is out of range you miss automatically!

In borderline cases, when it's important to know whether or not the target was within range, measure range from the closest part of the firing model to the closest part of the target model in the case of vehicles and troop stands. In the case of all Titans, Gargants and super heavy vehicles measure from the end of the barrel of the firing weapon.

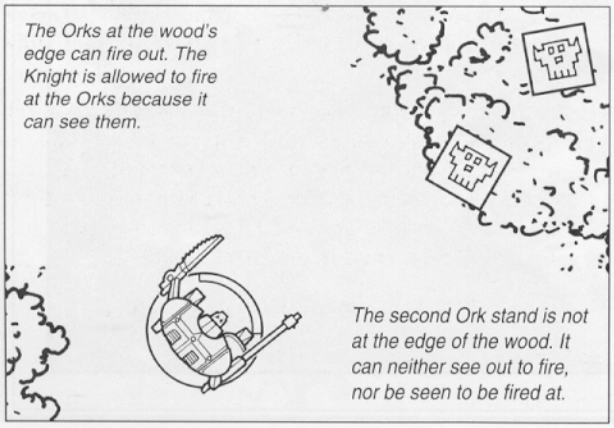
Line of Sight

Broadly speaking, the buildings, hills, woods, and other terrain features on your table are assumed to be realistic scale representations of actual buildings, hills, etc. If a model can see its intended target it may fire, if it cannot see its target because of an interposing building, hill, etc, then it cannot fire. In most cases you can tell if the model can see its target quite easily. In other cases you may have to get down over the table for a model's eye view!

Line of sight for Titan and Gargant weapons, and super heavy vehicles is taken from the actual position of the weapons on the model. In the case of bolters, any troops stands being carried and all secondary weapons use the centre of the model as the aiming and measuring point.

There are some situations where you might be able to see part of a target, but where common sense dictates it would really be hidden. For example, if the line of sight to your target is almost completely obscured by another model then you may not fire, the interposing model gets in the way and stops you getting a clear shot. You must use common sense in these situations – obviously you can't just fire at the tip of a Bonebreaka tank's gun but it's fine to fire at exposed locations of Titans or Gargants for example. Be flexible and be prepared to concede reasonable cases to your opponent for the sake of keeping the game flowing.

In the case of woods, the few tree models are assumed to represent a dense tangle of undergrowth which obscures sight. For this reason troops may not see through woods. Models inside woods may only fire if they are positioned right on the edge so they are looking out. Similarly, models wishing to shoot at an enemy in a wood can only do so if the targets are positioned on the edge.

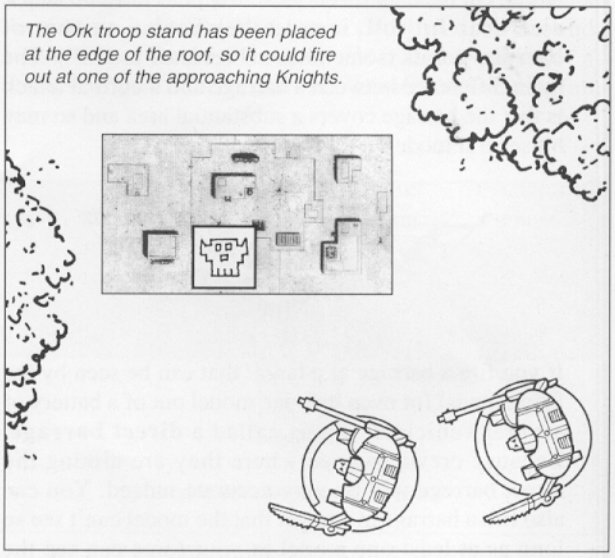


The Orks at the wood's edge can fire out. The Knight is allowed to fire at the Orks because it can see them.

The second Ork stand is not at the edge of the wood. It can neither see out to fire, nor be seen to be fired at.

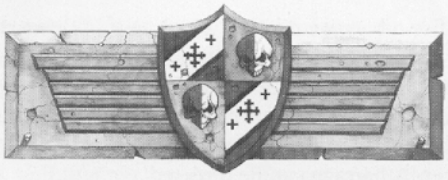
Where opposing troops occupy the same wood they may not fire at each other except to fight close combat as described later.

Troops occupying buildings are also a special exception to the normal rules. It is obviously impossible to place your troop stands inside the building models, so when troops move into buildings the models are placed on the roof. However, these troops are really scattered throughout the building, positioned at windows and crouching on balconies. To represent this, place the stand so that it is touching one wall edge as shown below.



The Ork troop stand has been placed at the edge of the roof, so it could fire out at one of the approaching Knights.

Models positioned in a building may only fire out from the edge they are positioned against. Similarly, they can only be fired at by enemy models which can fire at their position at this edge.



SPECIAL RULE

FIRING AT A COMMAND UNIT

You may only shoot at a command unit if it is the closest enemy target of that type. This means that, for example, you could not fire at a super heavy HQ tank if other super heavy tanks were closer or target an HQ troop stand if other troop stands were closer and so on. This rule prevents unscrupulous players deliberately targeting valuable commanders. In reality, amid explosions and crossfires, commanders would be impossible to pick out from other individuals.

Multiple Shots

Some vehicles, Titans, and even infantry stands can fire more than once per turn, either because they carry more than one weapon system, or because their weapon system is very rapid firing. For example, a Land Raider tank has three weapons systems – a double-barrelled lascannon on each side and cupola-mounted bolters. Each shot is represented by a separate dice roll and may be targeted at either the same or entirely different targets if you wish.

Where in reality vehicles have a number of light weapons, such as bolters, to protect them against infantry attack, in practice these are usually treated as a single weapon system and are all represented by a single dice roll. This is very much like an infantry troop stand where one roll represents five troopers firing.

Armour Saving Throws

Most fighting vehicles are protected by armour, which makes them very difficult to destroy. Other models may also benefit from armour in some form – Titans have heavily armoured bodies for example. Models protected by armour have a special **armour saving throw**. If the model is hit roll a D6 to determine if the armour stops the hit.

To make a saving throw, roll a D6 and subtract any saving throw modifier for the weapon that scored the hit. These modifiers are shown on the data sheets together with other troop details. If the modified dice score is equal to or greater than your model's saving throw, you have saved and the hit is discounted. If the D6 score is less than the model's saving throw, you have failed and the shot hits as normal. Note that a weapon can have a saving throw modifier of 0 and still score a hit on an armoured target – most armoured targets have some weak points which means they can be damaged by a lucky hit.

SPECIAL RULE

BUILDINGS

Buildings cannot normally be damaged by weapon fire as they are far too large and substantial. However, they can be destroyed by barrages and also by some special weapons as described later. When firing a barrage, position the barrage template over your chosen target as normal. If the template lies over a building roll to hit as normal. Buildings are very solid, so they have an armour saving throw as shown on the reference sheet. Saving throws for buildings are taken by rolling 2D6 and adding the scores together just like Emperor class Titans. The extra dice reflects the size and solidity of the building. This saving throw is modified by the weapon's save modifier in the same way as saving throws for vehicles.

Buildings that fail their save are destroyed along with any troops that are inside. Remove the building model, and place some ruins on the area to mark where it stood. Rubble can affect your troops' movement and provide cover for infantry and vehicles. Refer to the Terrain Chart on the playsheet for penalties for moving over rubble.

Hits

Once a vehicle or troop stand has been hit, and assuming it does not save because of its armour, it is destroyed. The model is removed from play and takes no further part in the game. Titans, Gargants and other models with a hit location template are extremely large targets and they can sustain several hits before they are destroyed. Special rules for what happens when you hit a Titan are discussed later.

Cover

If a target is partially hidden from the attacker by terrain then it is described as being 'in cover'. Models inside a wood are always considered to be in cover, as are troops placed in buildings.

If the target is in cover then shots against it suffer a to hit roll penalty as shown on the Terrain Chart on the playsheet. If this means that you end up needing to score 7 or more to hit (difficult on a D6!) proceed as follows. First roll to hit as normal. If you score a 6 then roll again, you now need the score indicated on the chart below.

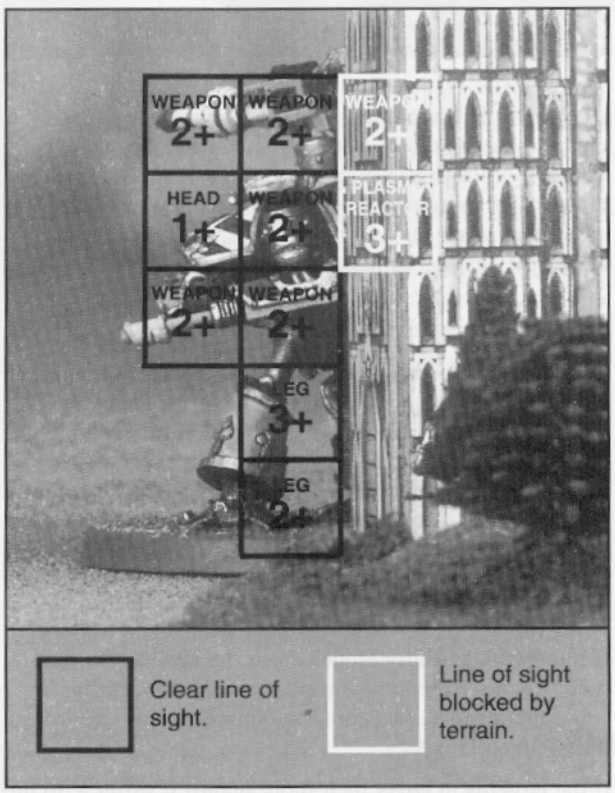
	Score Needed To Hit		
2nd D6	*7*	*8*	*9+*
Score needed	4+	5+	6+

TITANS AND GARGANTS

Titans and Gargants are much larger than normal vehicles, and can take considerably more punishment before they are destroyed. A shot that would blow a battle tank to pieces might only destroy a weapon on a Titan, leaving the rest of the mighty machine unharmed. To represent this, when you hit a Titan or Gargant roll on the model's hit location template to see exactly where the shot lands.

Refer to the template and pick which location you want to aim at. Take the pair of aiming dice and roll them both together. If a dice lands showing UP, DOWN, LEFT or RIGHT, your shot misses the location you have chosen and lands one space in the direction shown. For example, if one dice is 'UP' and the other 'RIGHT', the shot lands one square up and one square to the right. In this way the dice indicate the location hit. If the shot lands in an empty square you have missed.

If you are firing at a target which has a hit location template and part of the model is behind cover you don't apply to hit modifiers to the hit roll. The locations behind cover count as empty squares so a shot which lands on them will be a miss.



In the diagram above the Reaver Titan is using the building to protect its vulnerable plasma reactor from shots fired from this side.

If a location is hit the Titan or Gargant is allowed an armour saving roll, which is shown on the location itself. The save will be modified by the weapon's save modifier in the same way as for a vehicle. If the save is failed the Titan or Gargant will suffer battle damage.

Emperor Class Titans' Armour Saves

Armour saves for Emperor class Titans are unusual because they are rolled on 2D6 with the scores added together, the extra D6 representing the incredible thickness of armour covering them and the amazing solidity of their structure. This means Emperor class Titans can shrug off the pin-prick attacks of infantry and vehicles with ease and even survive hits from devastating anti-Titan weapons like the Volcano cannon.

Titan Shields

Many Titans are protected by either power field or void shield generators. These generate layers of invisible energy around the Titan and shield it from harm. The main difference between the two types is that a power field is permanently destroyed if it is hit, but a void shield can be repaired in the end phase.

When a Titan is hit the shot strikes its power field or void shield. The shield absorbs the hit and no further damage is done. If the shot had a saving throw modifier of -1 or better the shield is knocked down; shots with a saving throw modifier of 0 don't generate sufficient energy to overload the shield and knock it down. In this way the shields protect the Titan itself from harm.

Titans usually have several shields – one under the other rather like the layers of an onion. This means it may be necessary to score several hits before you can hit the machine itself. Keep a record of the number of shields each Titan has by using the counters on the Titan's datacard. Don't forget to add void shields back on once they are repaired.

Gargant Power Fields

Gargants are protected by banks of power field generators that shield it from enemy fire in exactly the same way as void shields on Titans. Unlike void shields power fields can't be repaired as the generators burn out when the field collapses. However, power fields are just as strong as void shields, and they too are only knocked down by weapons with a -1 saving throw modifier or better.

Gargant power fields are often unstable and flicker on and off unpredictably with accompanying showers of sparks. It's not unknown for shots to penetrate a Gargant's shields through weak points, particularly if the Gargant is under heavy fire at the time. To represent this, roll a D6 for each shot that hits a Gargant which still has its shields up. On a 1-5 the shot hits the shields as usual. On a roll of a 6 the shot penetrates without knocking down any power fields: work out hit location, saving throws and damage as normal.

Veteran Epic gamers please note that the rules for void shields and power fields have been slightly changed to better represent the strength of such energy shields in combat and to better represent the relative immunity of Titans and Gargants to lightly armed infantry and vehicles.

BATTLE DAMAGE

When a Titan or Gargant is hit and fails its armour save, roll on the appropriate location damage table. This will tell you what the hit has done to the location struck. Generally speaking, hit locations on Titans and Gargants will be either damaged or destroyed. A damaged location is temporarily inoperative but it can be repaired (see later) if this is indicated on the damage table. A destroyed location is totally wrecked (or even blown off) and cannot be repaired during the course of a battle. Extensive repair work at a base or other facility will be required to make it operational again. If an already damaged area is damaged a second time it is destroyed.

The datacards for Emperor class Titans and Mega-Gargants include hit location areas to keep track of damage results, place damaged or destroyed markers on the areas as appropriate. Note that several locations have an additional damage effect noted in them – "Bolters -1 attack dice" for example. When locations like these are hit take note of the additional effects – it's easy to forget once it's covered up by a counter.

Also note that several locations on the Mega-Gargant (the bridge, gun decks and boiler room) require krew stands in them to make them work properly. If an area in one of these locations is damaged or destroyed it doesn't count as being krewed, even if there is a krew counter in it.

Special Attacks

Some weapons such as the Eldar Distortion cannon and Wave Serpent vehicle have special effects which move models around. Other weapons such as the Ork traktor kannon lock models in place so that they can't move or fire. A number of psychic powers also have similar effects, distorting time or space to disorientate or paralyse. Though Battle Titans and ordinary Gargants are sometimes vulnerable to these attacks, Emperor class Titans and Mega-Gargants are simply too big and solid to be fully affected by them.

An Emperor class Titan or Mega-Gargant which is subjected to a special attack is not affected by it. The massive machine simply uses its great engines to steady itself and shrugs off the attack. However, the stress of such an attack does affect the machine's structure so that it suffers an automatic hit on a location chosen by the opposing player with a -1 saving throw modifier. If the model is shielded at the time one shield will be knocked down by the attack instead.

Accumulated Damage On Gargants

As more and more shots slam into a Gargant its solidly welded plates start to buckle and crack. To represent the accumulated stress the Gargant suffers from a sustained pounding the Hull Damage Table includes results that add bonuses to future damage rolls against the hull.

For example, on a roll of 1 on the Hull Damage Table the result is "add +1 to all future damage rolls against the hull". This means that if you hit the hull again and it fails its armour save you are more likely to cause serious damage because you add +1 to the roll on the Hull Damage Table. Use the hull damage track on the Mega-Gargant datacard to keep a note of accumulating damage bonuses like these. On other Gargants keep a separate note of Hull Damage on a sheet of paper. It's worth noting that bonuses to hull damage rolls apply to **all** rolls on the Hull Damage Table, not just against the square that was hit.

Fires On Gargants

Unlike Titans, Gargants don't have volatile plasma reactors that can melt down, or vulnerable legs that can be severed, so they can survive a massive amount of punishment without being destroyed. When a Gargant finally explodes it is invariably because fires started by battle damage have blazed out of control and gutted it.

Various Gargant damage results start fires, so keep a track of the number of fires that are burning on the track provided on the Mega-Gargant's datacard. On other Gargants note fires down as they occur. In each end phase a Gargant with fires on board must roll on the Fire Table to see what effect they have. Roll a D6 on the table and add +1 to the result for every fire burning in excess of one. Some particularly dangerous hits to ammo and other vulnerable locations can send flames shooting through the Gargant and cause an immediate roll on the Fire Table.

MEGA-GARGANT FIRING

Which segment of the combat phase a Mega-Gargant fires its weapons in depends on its movement orders. When the Gargant is stationary the Ork gun crews can blaze away at will. However, once the Gargant is moving the gunners are bounced around so much that their salvos are ragged and slower.

The faster a Gargant moves, the more bumping, jolting and bouncing its gunners have to put up with, so their accuracy suffers a little (OK a lot). If the Gargant is moving, its weapons fire suffers a negative to hit modifier. The to hit modifiers and fire segments the Mega-Gargant has for different speed orders are summarised on the table below. To hit modifiers for moving do not apply to barrages.

Gargant Speed Orders	Fire Segment	To hit mod.
Stop	First Fire	0
Battle Speed	Advance Fire	-1
Full Speed	Advance Fire	-2
Backward	Advance Fire	-1

CLOSE COMBAT

Close combat encompasses close range hand-to-hand fighting using grenades, knives, clubs and similar weapons as well as short range fire from other longer-ranged weaponry and supporting fire from vehicles. Titans and very large vehicles are also assumed to fight by treading on or driving over their opponents and flattening them.

Close combat attacks are worked out differently from long range fire. To resolve a combat each player rolls 2D6 and adds the close assault factor (often abbreviated to 'CAF' on datasheets and summaries) for their troop stand, vehicle or Titan. Whichever side scores highest wins the close combat and eliminates its opponent – no saving throw allowed!

ENTERING CLOSE COMBAT

Emperor class Titans and Mega-Gargants can move into close combat at will, but other models must be on charge orders to move into contact with enemy models in the movement phase. As soon as a troop stand or vehicle model touches an enemy they are both engaged in close combat and stop moving immediately if they are pinned (see below). Models with advance orders cannot move into hand-to-hand combat themselves, although they may be engaged by charging models of course.

When models move into close combat they must take the shortest possible route to reach their intended victim. Hence it is possible to charge an opponent in the side or rear, but only if the charging model was behind or to one side of the target model at the start of their move. Command units can only be engaged in close combat if all closer enemy models have already been engaged in combat.

If models occupy the edge of a wood, or other terrain which restricts movement, an enemy who is unable to move into that particular type of terrain may not engage them in close combat. For example, you cannot use a Titan to attack troop stands in a building in close combat (though the Titan can attack the building itself, see later).

Pinning

The most important idea to understand about moving into close combat is **pinning**. Normally when a model moves into close combat with another model both models are said to be 'pinned'. This means that neither model can move away until one of the pair is destroyed or moved out of the way by some external force like a psychic power, for example. Both models are literally locked in combat until the fight is resolved.

Once models are pinned in close combat they may not move, not even to turn in place. If they are part of a unit the other stands or vehicles in the unit are allowed to move, but they and the engaged troops are still bound by the Formation rule.

Exceptions

Models cannot be pinned by enemy models that belong to a smaller class. The size classes are, in ascending order of size, infantry/vehicles, super heavy tanks, and Titans. Troop stands and normal vehicles can be pinned by each other but they cannot pin super heavy vehicles. Likewise troop stands, vehicles and super heavy vehicles cannot pin Titans or Gargants. This is because the larger model can simply push aside its smaller attackers and ignore them because of its great size and momentum – anything foolish enough to bar its way is likely to get squashed!

Skimmers and flyers are never pinned, even by other skimmers or flyers, because they can simply boost away from their opponents!

Note that it's entirely possible for a model to engage something in close combat that it cannot pin. Naturally a model that is *not* pinned can leave close combat whenever it moves next, whether that turn or during next turn's movement phase.

Moving into Close Combat

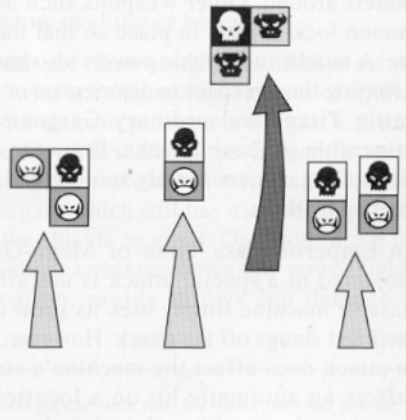
Because of the Pinning rule models moving into close combat may not touch any other enemy models as they move into close combat unless either:

1. The attacking model is not pinned by the enemy model or models in its path, or

2. The attacking model is a skimmer, flyer or troop stand equipped with jump packs.

3. The model in the way is already pinned in close combat by another model.

If an attacking model does contact another enemy model by accident and is pinned, it must fight that enemy instead.



Two Ork units are attacking a Tech-Guard support platoon and their company command unit.

The Bad Moons charge forward and attack the support stands enabling the Goffs to charge past the three sets of pinned units and engage the Tech-Guard comand unit in close combat.

Note that the command unit on the second line may only be charged because a) there is a clear path through the first line of units wide enough for the model to pass through, and b) all the first line of units are already engaged.

Firing Into or Out of Close Combat

Models pinned in close combat cannot fire, nor can other troops fire at them. It is assumed both sides are so hopelessly intermingled that they present no clear target to would be attackers.

Models that are *not* pinned in close combat can fire, and other troops can fire at them. This is because models that are not pinned stand well above the height of their opponents and can be picked out as targets.

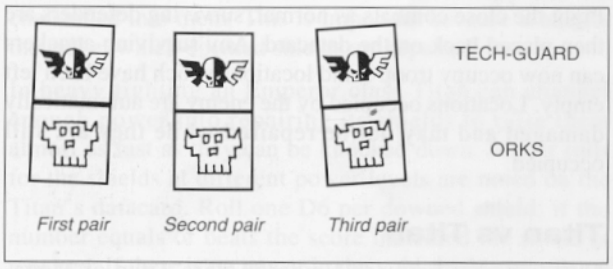
Models with first fire orders that have been pinned in close combat that turn may still fire in the first fire segment. However, they must fire at the models attacking them. This doesn't stop them fighting close combat in the close combat segment.

As Titans can never be pinned by infantry troop stands, vehicles or super heavy vehicles, a Titan may continue to shoot its weapons even if it has been attacked by such troops in close combat. In this situation a Titan might choose to fire some weapons at the pesky enemy attacking it, and to fire other weapons against more distant targets.

CLOSE COMBAT PROCEDURE

Models engaged in close combat fight in the close combat segment. They do this regardless of their orders and regardless of whether they have fired in the first fire segment.

Combat is resolved for each pair of combatants at a time (be they troop stands or vehicle models) as shown on the diagram below.



To resolve each combat, both players roll 2D6 and add the close assault factor of their model to the score. The player with the lower score loses the close combat and his opponent is eliminated – no saving throw! In the case of a tie, both combatants survive and, if they are pinned, remain in place until the next turn's close combat segment when they fight again.

Multiple Combats

In most close combats a single stand or vehicle fights a single enemy stand or vehicle. Where several combatants are involved on each side, it is easy to pair them off together, but sometimes there will be more than one enemy fighting a single opponent.

If a model is engaged by more than one opponent, it must fight each enemy one at a time. The enemy may decide which of his troops will fight first and the combat is resolved as normal. If the outnumbered combatant survives the combat the enemy's second model fights and may add an extra D6 so that instead of 2D6 it rolls 3D6 plus its close assault factor. If the outnumbered combatant survives, then the enemy's third stand/vehicle can fight and may add two extra D6, and so on, each enemy adding a further D6 to the dice rolled.

Titans and Gargants in Close Combat

Titans and Gargants are terrifying in close combat because anything in their path is likely to be smashed aside with contemptuous ease. Tanks and troops are crushed underfoot or blasted apart by their devastating weaponry. When Titans battle one another the battlefield rings with the crash of metal on metal as they struggle like awesome gods of iron and steel.

In order to fight against a Titan or Gargant in close combat vehicles, super heavy vehicles and troop stands must move into contact with the model itself, usually moving so that they touch the model's feet (or equivalent).

A Titan is able to lean forward, sweeping the ground to its front and side. To represent this a Titan can always opt to fight a close combat with models in contact with its base (if it has one), even if the enemy are not actually touching the Titan's feet.

Enemy models that can fly or leap over large distances can also fight if they are touching the Titan's base – they don't need to be touching the Titan's feet. This applies to skimmers, flyers, and jump pack-equipped troops.

When two Titans or Gargants fight each other it is sufficient to move the models so that their bases are touching. Both can then fight.

Battle Titans and ordinary Gargants fight in close combat in a similar way to other troops, though they cannot be 'pinned' except by other Titan-sized war machines. Resolve a separate round of combat against each enemy exactly as described for vehicles or troop stands. Battle Titans and Gargants have a phenomenally high close assault factor so they are very hard to beat except by other Titans. It is just about possible to swamp a Titan by surrounding it with hordes of more lowly troops, but this is just as liable to bring about the demise of all the troops involved!

A Titan's power shields or void shields do not protect it in close combat as they do against other fire. Once troops are close enough to the Titan to fight hand-to-hand they have already passed through the shields. The shields remain intact, but have no effect on close combat.

If a Titan is hit in close combat then damage is worked out as follows. Refer to the location diagram. The enemy may choose the location he wishes to strike at – there is no need to use the aim dice for close combat hits. This is the advantage of tackling a Titan at close range: it is so big you won't have any trouble hitting the bit you want! As with all close combat hits the location hit does not get a saving throw. Go straight to the damage chart and roll for damage.

Vehicles in Close Combat

Most vehicles fight in close combat in the same way as troop stands of infantry. Their close assault factor reflects their ability to drive over or into troops as well as any short range fire from their weapons.

A few vehicles are specially designed to fight in close combat and these are provided with crushing rollers, pincers, or other devices. These confer an appropriate special bonus – see the data sheets for condensed details.

EMPEROR CLASS TITANS AND MEGA-GARGANTS IN CLOSE COMBAT

Emperor class Titans and Mega-Gargants are huge, towering war engines almost impossible to close assault with conventional methods. Obviously Emperor class Titans and Mega-Gargants are not pinned in place by troop stands and vehicles or super heavy vehicles, only by other Titan-sized war machines.

Both Emperor class Titans and Mega-Gargants are so large that most vehicles and super heavy vehicles are unable to even scratch them in close combat. They can only try to avoid getting crushed like insects. Only two types of attacker can actually fight against these huge war machines in close combat. These are:

Other Titan-sized war machines such as Gargants or smaller Titans, and of course other Emperor class Titans and Mega-Gargants.

Any attacker normally able to enter buildings, as such troops can board the machine and fight the troops and crew inside. This means *infantry* troop stands, as buildings are normally impassable to other models.

Boarding Actions

Many commanders subscribe to the idea that the only sure way to destroy a giant war machine like a Mega-Gargant or Imperator Titan is to board it with a determined force of assault troops and demolish it from within. However, it is hard enough to even get close to one of these monsters, let alone board it in the teeth of defensive fire.

Against Mega-Gargants and other Emperor class Titans boarders can attack if they are in contact with the model at the start of the close combat phase.

All troop stands carried by a Mega-Gargant or Emperor class Titan may fire at units attempting to board in the first fire segment. Restrictions on the number of troop stands which can fire and to hit modifiers for cover do not apply when they are firing at models in contact with the Titan/Gargant. This is largely why gigantic machines like the Imperator Titan carry troops at all, to help defend it from close assaults. Naturally the Titan/Gargant can fire all or some of its own armament at attacking enemy models, as long as targets are within weapon fire arcs and the Titan or Gargant can fire in the first fire segment.

BOARDING THE IMPERATOR TITAN

Most Emperor class Titans and Mega-Gargants can be boarded from the ground and the attacking troops can fight their way to all internal areas. The Imperator is an exception as it is designed so that the lower legs, or bastions as they are known, are completely sealed off from the rest of the Titan during combat as a security measure. Because of this, different sections of the Imperator Titan (left bastion, right bastion and upper fortress) are assaulted as if they were separate models.

On the Imperator Titan boarding actions can be conducted against the bastions by units attacking from ground level. To board they must be in contact with the Titan's foot at the start of the close combat segment. Troops equipped with jump packs or disembarking from flyers or skimmers can assault the upper fortress if they are in contact with the Titan's foot at the start of the close combat segment.

In the close combat segment resolve boarding actions as follows. First line up all the models attacking the model. Then take all the defending troop stands off the datacard of the Titan/Gargant being assaulted and line them up against the attackers. If either side has any excess models left over they can use them to double up against their opponents.

Fight the close combats as normal, surviving defenders are then placed back on the datacard. Any surviving attackers can now occupy troop stand locations which have been left empty. Locations occupied by the enemy are automatically damaged and may not be repaired while they are still occupied.

Titan vs Titan

Close combat between Emperor class Titan or Mega-Gargant and any other kind of Titan or Gargant is executed like a normal close combat by rolling 2D6 and adding the respective close assault factor of the machines involved. Normal modifiers for close combat weapons (such as chain fists) apply and the highest score wins the combat, scoring a hit with no armour save possible on the location of their choice.

THE END PHASE

During the end phase each side tidies up the tabletop by removing any order counters left in place, making repair rolls for Titans and updating all the record keeping. Each side also reviews its victory points, and may attempt to rally units as described later. The end phase also provides an excellent opportunity to make a cup of tea and break out the biscuits!

REPAIRS

Titan Repairs

Emperor class Titans have extensive onboard damage control facilities wired into their superstructure. These register malfunctions or damage as it occurs and automatically start repairs after communicating with the bridge to have a team of Tech-Priests and Servitors sent to the location.

In the end phase of the turn an Emperor class Titan can attempt to repair any damage it has sustained. Roll a D6 for each damaged location. On a roll of 1-4 the location remains damaged. On a 5 or 6 it is successfully repaired: remove the damage marker from the location. Some battle damage, such as damage to the bridge for example, may make it harder to repair other damaged locations. Locations may only be repaired if they are not occupied by enemy troops.

Battle Titans have more limited self-repair facilities so most major repair work has to be done after the battle at a mobile repair station or base ship. The damage tables will indicate any results which can be repaired by a Battle Titan during the game.

Repairing Void Shields

Downed void shields can also be repaired in the end phase. Battle Titans repair each downed shield on a roll of 5 or 6 on a D6. A special feature of the shields on Emperor class Titans is that a variable amount of energy can be channelled into them. This is important because it affects the rate at which downed shields are repaired.

In heavy fighting an Emperor class Titan can channel enough power into repairing its shields to raise them almost as fast as they can be knocked down. Repair rolls for the shields at different power levels are noted on the Titan's datacard. Roll one D6 per downed shield: if the number equals or beats the score indicated the shield is repaired. If there is no power in the void shield controls on the bridge no shields may be repaired.

Mega-Gargant Repairs

In the end phase of the turn a Mega-Gargant can send its Rigger squads to repair damaged locations. Roll a D6 for each Rigger squad used for repairs. On a roll of 1-5 the Riggers fail to repair any damage. On a 6 the Riggers repair one location: remove a damage marker from a location of your choice.

Fire Fighting

Gretchin Riggers and Ork Boyz can try to fight fires on the Mega-Gargant in the end phase of the turn before the Gargant makes a roll on the Fire Table. Roll a D6 for each Boyz squad and Rigger squad that is fighting fires – each roll of a 6 reduces the number of fires by 1.

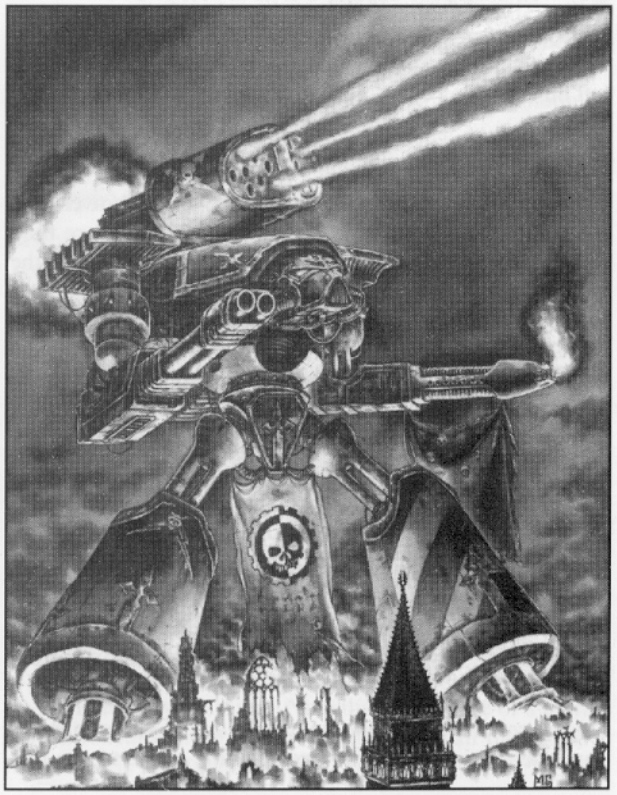
A Rigger squad cannot be used to fight fires *and* repair damage in the same turn.

VICTORY POINTS

In every game, as in every battle, there must be a winner and a loser. In Titan Legions victory points are used to determine who has won the game. You win victory points by capturing objectives, completing missions and by destroying models or breaking enemy formations.

The number of victory points needed to win the game is called the **victory level**. The larger the game, the more victory points are needed to win. Refer to the Victory Table on the reference sheet – this shows the number of victory points needed to win in relation to the size of the two armies fighting the battle.

The first player to reach the victory level in the end phase of the turn is the winner. If both players reach the victory



level on the same turn then the game is a draw, with honours going to the player with the most victory points.

Objectives

In the section Starting The Game we described how Objective counters are placed on the table before the battle begins. These counters represent vital tactical objectives, such as an important building, or maybe a hill that offers a commanding view over the battlefield, and so on. Objectives are captured by moving your own units close to the Objective counters as explained below.

If you capture an objective during the turn you receive 5 victory points in the end phase. Your total number of victory points is recorded from turn to turn, and indicates how well your side is progressing. If your opponent captures an objective that you have taken previously, then you lose the 5 victory points and your opponent gains them.

To capture an objective you must have at least one model within 15cm of the counter in the end phase. If both sides have models within 15cm of a counter, the player whose model is closest has captured it. If both sides are equally distant neither player has captured the counter.

Once captured, the counter is turned over to indicate which player controls it (green or red). The first objective captured determines which side has green and which red objectives. Thereafter counters are flipped over and replaced with those of the appropriate colour as necessary.

Once you have captured an objective it is yours until it is taken away from you – it is not necessary to keep your models within 15cm. Of course, you may find the enemy is quick to take advantage of an unprotected objective and he may well attempt to capture it if he is able to do so!

Objectives can never be destroyed. If they are on a piece of terrain that is destroyed (such as a building), the counter is left on the table.

Break Point

Units very rarely fight to the last man. Even the bravest and most potent warriors can only take so much before they start to waver or even withdraw. This is represented in the game by a **morale check** to determine whether units are willing to fight on. A good commander always takes the morale of his troops into consideration when he plans his battle. He knows that certain units can only be relied on for a little while, while others can be trusted to fight through regardless of damage or losses.

When casualties are removed from the game they are placed on a side table next to the army card that represents them. This means you will be able to see how many models have been lost from each company, support detachment, squadron, etc. This is useful because it means you don't have to worry about recording casualties on paper or remembering how many models have been removed from each 'card'.

On the reverse of each epic army card is a summary of game details including the **break point** of the troops that the card represents. This may be a company, a detachment, a tank squadron, or whatever.

Once the number of casualties on that card reaches the break point each unit on the card must take a morale check as described below. The troops are now said to be 'broken' – the amount of casualties they have sustained has unnerved them and either destroyed their willingness to fight or killed so many that they are no longer able to fight effectively.

Once units have been broken their epic army card is flipped over. On the reverse of the card is a victory points number – this number of victory points is awarded to the other side. This means that it is possible to win a game by destroying enemy troops as well as by capturing objectives, which is as it should be!

Capturing Titan Mission Objectives

Some Titan missions require the capture of special objectives, often specific buildings or objective counters. Capturing objectives named in the missions works in exactly the same way as capturing standard objective markers. The only difference is that only the model(s) performing the mission can capture the objective stated on the mission card. You must have one of the models performing the mission within 15cm of the mission objective in the end phase.

If the enemy has any models closer than the model performing the mission the objective is not captured. Once captured the objective is yours until it is taken away from you – you don't have to leave the model within 15cm.

Unfortunately if the enemy move within 15cm of an unprotected objective you will lose control of it until the unit performing the mission returns and moves closer to it than the enemy.

MORALE CHECK

Once troops are broken, a morale check is made to establish whether they are still willing to carry on fighting.

A unit must take a morale check under the following circumstances:

1. Once a unit has sustained casualties equal to its break point it is broken. Surviving troops on that card must take a morale check. This check only needs to be made once per game.
2. Broken units must take a morale check at the start of the close combat segment if they are engaged in close combat. The check must be made every time a broken unit is engaged in close combat.
3. Sometimes troops must take a morale check in response to a particularly horrible encounter or experience – being engaged by daemons in close combat, for example. These circumstances will be indicated in special rules for these creatures or situations as appropriate.
4. A unit must take a morale check if it wishes to rally, as explained below.

Note that command units never need check morale, but some can affect the morale of troops around them as noted in their descriptions or on their army cards.

A morale check is always made for each single unit at a time. It is therefore possible for one detachment in a company to pass its check, while another detachment in the same company fails.

To take a morale check, roll a D6. Note that some command units, such as Space Marine HQ units, add a bonus to the score of nearby troops. If the score is equal to or greater than the morale value of the troops then the check is passed. If the score is lower the troops fail their check. The troops' morale value is noted on the back of their epic army card so that it will be shown uppermost once they have been broken.

If a unit fails a morale check it must *fall back*, and a Fall Back order counter is placed next to it to show that it is doing so. While the Fall Back counter is in place troops may not be given any orders, the compulsion to fall back supersedes any other instruction. Troops must continue to fall back each turn until they rally as explained below. Units which pass their morale check may continue to fight normally.

Titans and Gargants

Because they are individual units Titans and Gargants never take morale checks because of damage or casualties, they keep fighting until they are destroyed. However, some special attacks may cause even these mighty war machines to take a morale check, such as immensely powerful psychic attacks. Despite this victory points are only ever awarded for Titans and Gargants when they are destroyed.

Though the crews of Titans and Gargants are fanatical warriors and will not flinch at making the ultimate sacrifice their machines are worth a lot of victory points to the enemy if they are destroyed. Indeed, bringing down an Imperator Titan or Mega-Gargant may give your foe enough victory points to win in one fell swoop – the loss of one of these great engines of destruction is such a blow to your cause that this is to be expected. As the commander of your force you must judge carefully when a Titan or Gargant is too badly damaged to continue fighting and pull it out of the line of fire.

Gargant Gork and Mork Heads

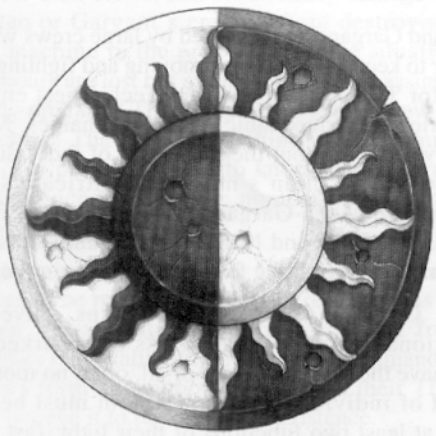
Some Gargants, and all Mega-Gargants, are fitted with stylised heads that symbolise the Ork gods Gork and Mork. These heads complete the image of Gargants as idols to the gods of the Waaagh, driving the Orks around them into paroxysms of fanatical chanting and bloodletting. This means any Ork units within 25cm of a Gargant with a Gork or Mork head pass morale checks automatically – no test is required.

On the down side the Orks are liable to be disheartened if their idol's head is blown off! If the Gargant's head is destroyed or blown off all Ork units within 25cm must take immediate morale checks even if they are not broken yet.

Fall Back

Troops who are falling back move at up to double rate as if they had charge orders, except they move away from the enemy rather than towards them!

Falling back troops are not permitted to move in any way that brings them closer to the enemy. However, models do not have to move at all if they are in cover or if they cannot see any enemy troops. Otherwise, they must move as far as they can away from the enemy, although they may stop once they reach cover or a position from where they can't see the enemy.



Troops who are falling back are not allowed to fire in the combat phase. They may fight in close combat, but their close assault factor is reduced by -2.

If troops with fall back orders are obliged to take a further morale check, they rout if the check is failed. Once troops are routed they have totally lost their willingness to fight, vehicles are abandoned, and individual soldiers hide themselves where they can or run away from the battlefield completely. To all intents and purposes the unit is destroyed and it is therefore removed from the tabletop as if the troops were killed.

Rallying

Although troops may retreat they do not necessarily continue to do so until they leave the battlefield. Once they have left the immediate fighting zone they might halt to regroup – this is called **rallying**.

A unit that is falling back may attempt to rally in the end phase. However, you may not attempt to rally troops on the same turn that they fail their morale check and start to fall back. Once troops begin to fall back they must wait a whole turn before you attempt to rally them.

To rally successfully a morale check is taken for the unit. If the troops pass the check then they have rallied successfully and the Fall Back counter is removed. If the check is failed the troops have not rallied, they continue to fall back and the counter remains in place. There is nothing to stop troops attempting to rally in a subsequent turn if they fail to rally first time. Note that in the case of a morale check for rally, troops do not rout if they fail the check as the check is totally voluntary.

CREW EXPERIENCE IN TITAN LEGIONS

Congratulations! If you have got this far you've already read through the Titan Legions rules. The rules for crew experience are extra rules to add to the main system later. If you're new to the Epic game system we'd advise skipping the Crew Experience rules altogether until you have fought your first few battle and got a feel for how the game plays.

Titans and Gargants are operated by large crews who work together to keep their machine moving and fighting. On the Imperator Titan over a hundred Tech-Priest engineers, Rune Priests, Lexmechanics, Transmechanics, Moderati and Servitors carry out the thousands of individual tasks required by the Titan's masses of intricate systems. Similarly, on Mega-Gargants a great krew of Gretchin Riggers, Ork Boyz and Nobz fire the guns and stoke the boilers as well as fighting fires and jury-rigging repairs.

Lesser Gargants and Battle Titans have crews proportionally smaller but no less overworked. Scout Titans have the smallest crews of all, often no more than a handful of individuals each of whom must be able to control at least two functions of their light, fast fighting machine.

The most vital crew member on these huge war engines is always the commander. A good commander can steer his crew and their machine through the deadliest battles and snatch victory from the jaws of defeat. A truly great commander quickly becomes legendary, an almost mythical individual who is worshipped by his crew and whose exploits win him renown across the entire battle front.

The Imperium has seen many great Titan commanders in its long history: Grand Master Ferromort of the Ordo Sinister, Kurtz the Scout ace, Princeps Senioris Marnoc, Mannheim of Armageddon, King, Diocletian of the Fire Wasps, Veritaramis and too many others to list easily. The Orks have their share of infamous Gargant Kaptins like Hargluk the ravager of Gehenna and Shagrudd, most piratical and avaricious of the Gargant Kaptins. The mighty Burzurukk commanded Gargant big mobs from the horde of Ghazghkull Thraka throughout the Armageddon and Golgotha campaigns, reappearing light years away raiding from the Wheel of Fire half a century later.

BATTLE HONOURS

As Titans and their crews survive battles they will become more experienced, learn new skills and become famous (or infamous) for their exploits. In turn, good Titans will receive the best new equipment and promising new recruits so that they become increasingly effective fighting units.

In Titan Legions a Titan's success is reflected by the number of experience points it has. Titans score experience points in battle. As the Titan's experience points accumulate its experience level goes up and the Titan receives special *battle honours*. These can take the form of skills gained by the Titan's Princeps and crew or else improved weapons, armour, shields or special devices that are fitted to the Titan itself.

Scoring Experience Points

A Titan scores experience points for destroying and breaking enemy units in a battle, achieving mission objectives, and holding objectives at the end of it. Whenever a Titan inflicts sufficient casualties on an enemy unit to cause it to break it is credited with as many experience points as the unit was worth in victory points. Equally, if a Titan destroys a model or unit that is worth victory points when it is destroyed (like another Titan) it is credited with an equal number of experience points for the kill.

Titans that score victory points by achieving mission objectives also receive experience points, though if the victory points are lost before the end of the game the experience points are also lost. At the end of the game any Titans that are holding objectives (ie, are within 15cm of the objective with no enemy units closer) score 1 experience point for every victory point the objective is worth.

Action Scored	Experience Points
Breaking an enemy formation	1 per victory point scored
Destroying an enemy unit	1 per victory point scored
Holding objective at the end of the battle	1 per victory point scored
Achieving Titan Mission objectives	1 per victory point scored

It is up to each player to keep track of the experience points gained by their Titans during a game. If there is any doubt about which Titan should score the experience points for an action (if two Titans are holding an objective, for example) then neither scores any experience points.

Experience Table

After the battle check the number of experience points each of your Titans has accumulated and look on the table below to see if their experience level has increased. If they have gained a new battle honour, roll on the Battle Honours Table to find out what it is.

Experience points	Battle honours	Experience level
0-9	None	Trained
10-19	One	Experienced
20-39	Two	Veteran
40-79	Three	Elite
80-119	Four	Ace
120-239	Five	Ace
240+	Six	Legendary Ace

Battle Honours Table

Roll 2D6 and look up the type of battle honour the Titan has earned. Once you have determined whether a skill or an upgrade has been gained it can be freely chosen from the appropriate list. Note that on a roll of 2, 3, 11 or 12 the battle honour can be chosen from any list.

2D6 Roll	Result
2-3	Player's Choice
4-5	Crew Skill
6-8	Commander Skill
9-10	Upgrade
11-12	Player's Choice

DEATH

The End Came Quickly.....

Titan and Gargant crews don't live forever of course and most eventually crash down in flames on some shot-scarred battlefield. If a Titan falls over for any reason or suffers a reactor meltdown the crew skills, commander skills and any upgrades the Titan had are lost. Likewise, any Gargant that blows up will take its entire krew and kaptin out with it.

However, some upgrades provide Titans with escape systems for their crews, and occasionally damage will kill off a Titan or Gargant's crew without destroying their fighting machine in the process. In these situations the battle honours are lost but a fresh crew can be assigned to a previously upgraded Titan or an experienced crew given a new machine. The crew or machine loses the minimum number of experience points to knock them down to the right experience level for the number of battle honours they now have.

Note that a commander and crew will never allow themselves to be reassigned to a different Titan as long as their own Titan is still functioning. Apart from the practicalities of re-calibrating MIU units commanders and their crews form an emotional bond with their Titan and honestly believe it to be the best in existence.

Victory Points for Experienced Titans

Naturally the destruction of a famous Titan or Gargant is the source of much rejoicing in the enemy camp. The loss of any such veteran campaigner deals a real blow to the confidence of the force it accompanied. To reflect this, experienced Titans and Gargants are worth an extra +1 victory point per battle honour.

Experienced Titans in One-Off Games

If you want to use experienced Titans in a one-off battle you can do so by paying an additional points costs based on the size of the Titan or Gargant with the skills. The base cost is 50 points per battle honour, but this is multiplied by a number according to the size of the Titan/Gargant as shown below:

Scout Titan (eg Warhound)/ Mekboy Gargant x1

Battle Titan (eg Phantom, Warlord)/ Great/Slasha Gargant x2

Emperor class Titan (eg Imperator)/ Mega-Gargant x4

Additional victory points are awarded for experienced Titans or Gargants as noted above. It is absolutely **not permissible** to buy battle honours for Titans or Gargants and then start to accumulate experience points to gain further battle honours.

IMPERIAL TITANS

Imperial Titan Crew Skills

Damage Control: The Titan's crew are highly skilled at making repairs in combat and are well trained in damage control. The Titan adds +1 to all repair rolls, including rolls to raise downed void shields.

Lucky: The Titan crew is just plain lucky! The Titan may re-roll any dice roll once per battle. Unlike other skills, Lucky may be chosen as a battle honour more than once so a crew can build up the number of re-rolls it has (players may wish to invent their own terms for such crews – grossly lucky, stupidly lucky, outrageously lucky and so on).

Marksmanship: The Titan's Moderati are excellent shots so the Titan may re-roll each of the aim dice once per hit when rolling on hit location templates.

Accurate: One of the Moderati teams on board the Titan is exceptionally accurate. The Titan adds +1 to the hit rolls for one weapon system.

Emergency Reactor Shutdown: If the Titan suffers a reactor meltdown result on the damage tables the crew can attempt to initiate an emergency shutdown sequence. Roll a D6: on a 4, 5 or 6 the crew succeed and the meltdown result is ignored. On a 1, 2 or 3 they fail and the reactor melts down. If the reactor is shut down Scout and Battle Titans may not move or fire until the reactor is repaired. Emperor class Titans may not generate plasma but they may use plasma still in the core.

Very Fast: The Tech-Priest engineers on the Titan have tuned its engines to the peak of perfection. The Titan's move is increased by +5cm.

Imperial Titan Commander Skills

Berserker: The Princeps is filled with battlelust and his Titan is a veritable daemon when unleashed in close combat. The Titan can use the Berserker skill once per battle in the combat phase. If the Titan loses any close combats in the combat phase it can re-roll its 2D6 and use the second roll instead of the first. If it still loses it may not re-roll the dice a third time.

Damage Limitation: The Princeps is skilled at rolling with the force of a hit to absorb it on the thickest armour with a maximum deflection angle. The Titan ignores the first damage roll against it during a battle. Any second and subsequent damage rolls affect the Titan normally.

Legend: The Titan's Princeps has become legendary as one of the great warriors of the Imperium. The Titan may re-roll any dice roll once per battle. The presence of the Titan also inspires or terrifies those around it to such an extent that all friendly units within 20cm add +1 to their morale rolls and all enemy units deduct -1 from theirs.

Lightning Reflexes: The Princeps is exceptionally good at getting his Titan into position quickly and opening fire first. When the Titan is firing in the first fire or advance fire phase it can always choose to fire first, regardless of initiative. If two or more Titans with the Lightning Reflexes skill wish to fire at the same time roll a D6 for each, and the one with the highest roll fires first.

Tactical Genius: The Titan's Princeps has an uncanny ability to read the tactical situation around him. Because of this the Titan can move first or second during the turn regardless of who has gained the initiative. If two or more Titans with the Tactical Genius skill wish to move at the same time roll a D6 for each. The Titan that rolls highest has first choice of when to move, the second highest has second choice, and so on.

Trample: The Princeps' link with the Titan is so good that the Titan is exceptionally agile, and can attempt to trample enemy vehicles and infantry as it moves. Any infantry or vehicles (not super heavy vehicles) the Titan model contacts while it is moving can be attacked. Fight a round of close combat immediately, though the Titan only uses half of its ordinary close assault factor. Apply any damage results immediately. Each opponent may only be attacked once, and each combat is separate so don't roll extra dice for secondary attackers.

Imperial Titan Upgrades

Heavy Shielding: The Titan's shields can only be damaged by attacks with a save modifier of -2 or better. Heavy Shielding may not be chosen for Scout Titans.

Increased Shielding: The Titan gains two additional shields.

Heavy Armour: The Titan is clad in heavy duty adamantium armour plates. Add +1 to all its armour saving throws. Heavy Armour may not be chosen for Scout Titans.

Ejector Systems: The Titan is fitted with a sophisticated ejector system and MIU dampers; often the whole head of the Titan separates to become an escape vehicle. If a Titan with an ejector system is destroyed the commander and crew will survive on the roll of 2 or more on a D6. Any commander or crew skills the Titan had are kept but upgrades are lost when they transfer to another Titan. Crews must be transferred to the same type of Titan as they had before.

Psychic Defences: The Titan has been extensively blessed and purified by the Adeptus Astra Telepathica to protect it against hostile psykers and daemons. The Titan has a saving throw of 3 or more on 1D6 against any psychic attack.

Turbo Weapons: The Titan is armed with experimental supercharged weaponry. One weapon system gains an additional -1 saving throw modifier and +1 to damage rolls. If the weapon system is blown off the Titan this battle honour will be lost permanently.

ELDAR TITANS

Eldar Titan crews are considerably smaller than Imperial ones as a large amount of the workload is handled by the consciousness of the infinity circuit. Eldar Titans are renowned for their agility and an experienced crew with a capable commander can perform some astounding feats of skill which seem impossible for such massive machines.

Eldar Titan Crew Skills

Bonesingers: The Titan's crew includes individuals highly skilled at making repairs to the Titan's wraithbone structure. The Titan adds +2 to all repair rolls.

Hipshooting: The Titan's crew are incredibly accomplished at firing on the move. The Titan can fire when it is on charge orders, with a -1 to hit modifier.

Lucky: The Titan crew is just plain lucky! The Titan may re-roll any dice roll once per battle. Unlike other skills, Lucky may be chosen as a battle honour more than once.

Pinpoint Gunnery: One of the Titan's crew is exceptionally skilled at hitting weak points in the enemy's armour. The Titan adds -1 to the save modifier and +1 to the damage rolls of one weapon system.

Emergency Reactor Shutdown: If the Titan suffers a reactor meltdown result on the damage tables the crew attempts to initiate an emergency shutdown sequence. Roll a D6, on a 4, 5 or 6 the crew succeed and the meltdown result is ignored. On a 1, 2 or 3 they fail and the reactor melts down. If the reactor is shut down the Titan may not move or fire until the reactor is repaired.

Very Fast: The Titan's crew have achieved such grace and agility that the Titan's move is increased by +5cm.

Eldar Titan Commander Skills

Tactical Genius: The Titan's commander has a sense of the weave of fate and can react to developing situations a fraction earlier. Because of this the Titan can move first or second during the turn regardless of who has gained the initiative. If two or more Titans with the Tactical Genius skill wish to move at the same time roll a D6 for each: the one with the highest roll has first choice of when to move, the second highest has second choice, and so on.

Side Step: The Titan's commander is adroit at avoiding getting bogged down in combat. Whenever the Titan fights a close combat opponent and wins it can opt to break off the combat instead of damaging its opponent. If the combat is broken off any secondary attackers will not get to fight. It is possible for the Titan to side step at any point, even after fighting several opponents as long as it wins the last combat before it sidesteps.

Lightning Reflexes: The commander is exceptionally good at getting his Titan into position quickly and opening fire first. When the Titan is firing in the first fire or advance fire phase it can always choose to fire first. If two or more Titans with the Lightning Reflexes skill wish to fire at the same time roll a D6 for each, the one with highest roll fires first.

Dodge: The Titan's commander has a precognitive ability to detect incoming area attacks and dodge out of the way. Roll a D6 whenever the Titan is attacked by a weapon which uses a template (barrages and the like). On a roll of 4 or more the Titan is moved to the edge of the template and is unaffected by the attack.

Evade: The commander has mastered the art of weaving and spinning the Titan as it moves so that it presents an even more difficult target. As long as the Titan is on charge orders all fire directed at it, including barrages, suffers a -1 to hit modifier.

Damage Limitation: The Titan's commander is skilled at rolling with the force of a hit to absorb it on the thickest armour with a maximum deflection angle. The Titan ignores the first damage roll against it during a battle. Any second and subsequent damage rolls affect the Titan normally.

Eldar Titan Upgrades

War Cry: The Titan mounts a psychosonic amplifier which generates a terrifying paralysis in its foes as it charges into combat. The Warcry only works if the Titan is on charge orders and engages one or more close combat opponents. Roll a D6 for each opponent – on a roll of 5 or 6 their CAF is halved for the remainder of the turn.

Mandiblasters: The Titan is fitted with weaponry mounted in its head to fire at close range attackers. The weapons always fire in the first fire segment, have a range of 15cm, 2 attack dice, hit on a 5+ and have a -2 saving throw modifier. Any damage to the head automatically wrecks the mandiblasters, but they may be repaired after the battle if the Titan survives.

Reinforced Structure: The Titan is heavily reinforced in its most vulnerable areas and has an exceptionally thick wraithbone core. The Titan applies a -1 modifier to all damage rolls made against it.

Gate: The Titan contains a small warpgate leading into the Eldar webway. If a Titan with a gate is destroyed the crew will escape into the webway on the roll of 2 or more on a D6. Any commander or crew skills the Titan had are kept when the crew transfer to another Titan but upgrades are lost. Crews must be transferred to the same type of Titan as they had before.

Psychic Defences: The Titan's spirit stone contains the psyche of powerful Eldar Seers that will protect the Titan and its crew from psychic attacks. The Titan has a saving throw of 2 or more on 1D6 against any psychic attack.

Psychic Assault: The Titan is so charged with psychic energy that unprotected minds exposed to it quail and falter. Any troop stand or vehicle which moves up to attack the Titan in close combat must first pass a morale test. If the test is failed the model will not move into contact and fight but suffers no other detrimental effects. Titans and super heavy vehicles are unaffected. Daemons in close combat with the Titan cannot be saved by Chaos cards if they lose.

ORK GARGANTS

Though Gargant krews tend to learn fewer battle skills on the whole they are more inclined to pick up extra equipment and talented individuals. Though Gargant krews often suffer prodigious casualties in heavy fighting the surviving veterans quickly pass on their wisdom to the newcomers in the crew so their overall experience level remains surprisingly steady.

Ork Gargant Crew Skills

Super Riggers: The Gargant's riggers are well trained and very fit, supervised by alert and well motivated Mekboy overseers. These riggers work like greased lightning when it comes to fixing things so the Gargant can roll two D6's for each Riggers stand that's attempting to repair damaged locations. One location is repaired for each 6 rolled. Mega-Gargants only.

Lucky: The Gargant's crew is just plain lucky! The Gargant may re-roll any dice roll once per battle. Unlike other skills, Lucky may be chosen as a battle honour more than once.

Marksmanship: The Gargant's gunners are excellent shots so the Gargant may re-roll each of the aim dice once per hit when rolling on the hit location templates.

Accurate: Some of the Gargant's gunners are exceptionally accurate. The Gargant adds +1 to the hit rolls for one weapon system.

Maniak Mekboyz: The Mekboyz who keep the mega weapons operational work very hard to keep the big gunz firing. The Gargant adds +1 to the roll for the number of mega weapons it can fire each turn. Mega-Gargants only.

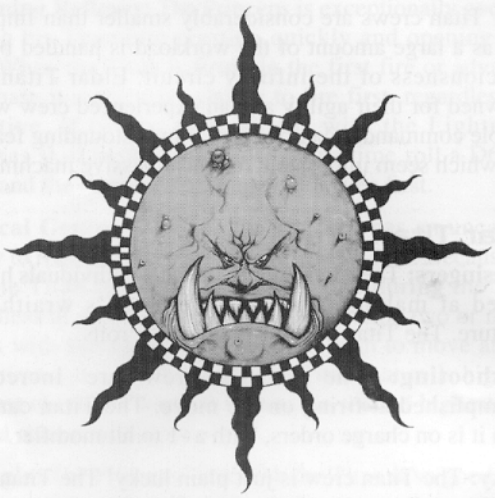
Looterz: The krew contains some excellent looterz who strip all sorts of equipment like armour and exotic weapons from the battlefield. All the Boyz and Nobz in the krew gain a 6+ fixed saving throw and +1 to their CAF.

Gargant Kaptin Skills

Bionik: The Kaptin is a veteran Warboss and has been rebuilt with bionik bitz more than once. The Kaptin's stand gains a 6+ fixed saving throw and rolls an extra D6 in close combat.

Escape Plan: The Kaptin has a special secret escape plan just in case things go sour on him. If the Kaptin is killed or the Gargant is destroyed with the Kaptin still on board the Kaptin will in fact survive on a D6 roll of 2 or more (it's a good plan!). After the battle is over the Kaptin can take command of another Gargant and retains all his previous skills.

Low Cunning: The Gargant's Kaptin has an innate cunning when it comes to tactics. Because of this the Gargant can move first or second during the turn regardless of who has gained the initiative. If two or more models with this skill wish to move at the same time roll a D6 for each – the one with the highest roll has first choice of when to move, the second highest has second choice, and so on.



Dirty Fighter: The Kaptin knows some sneaky tricks he can pull with the Gargant in close combat. As long as he is alive the Gargant rolls an extra D6 in close combats.

Ram: The Kaptin has sussed out how to flatten enemy vehicles and infantry with the Gargant's vast bulk as it moves. Any infantry or vehicles (but not super heavy vehicles) the Gargant model contacts while it is moving can be attacked. Fight a round of close combat immediately, though the Gargant only uses half of its ordinary close assault factor. Apply any damage results and then continue the Gargant's move. Each opponent may only be attacked once and each combat is separate so don't roll extra dice for secondary attacks.

Very Shouty: The Kaptin bellows louder than a wounded Grox. Draw one extra Shouting counter at the start of the game. Mega-Gargants only.

Gargant Upgrades

Improved Shielding: The Gargant's shields do not flicker so there is no chance of shots penetrating the shields.

Increased Shielding: The Gargant gains 3 additional power fields. These are added to the number of shields rolled randomly before the start of the game.

Heavy Armour: The Gargant is covered in exceptionally thick armour plates. Add +1 to all its armour saving throws.

Big Gunz: The Gargant is armed with some extra big weaponry. One weapon system gains an additional -1 saving throw modifier and +1 to damage rolls. If the weapon system is blow off this battle honour is lost permanently.

Fire Hoses: The Gargant is equipped with fire hoses on most of its decks. Boyz and Riggers fighting fires add +1 to their roll to extinguish them so they will put out fires on a roll of 5 or 6. Mega-Gargants only.

Reinforced Boiler: The Gargant's speed is increased by 5cm.

TITAN AND GARGANT WEAPONS

Titans and Gargants carry a bewildering array of weaponry. Some machines like the Imperial Battle Titans - Warlords, Reavers and Warhounds, are configured to have interchangeable weapon systems which can be fitted in a few hours. Others, such as the Ork Great Gargant, have weapons which are fitted to them when they are built so any later modifications are impossible.

When you select a Titan or Gargant for your force the datacard for it will either show its weapon fit or the box will be blank to indicate you can select the weapon fit yourself. Some weapons are restricted to particular Titans or Gargants as indicated either in the rules for the weapons themselves or on the model's datacard. Unless otherwise agreed by players before the battle specific weapons must be shown on the model if they are part of its weapon fit.

EMPEROR CLASS TITAN WEAPONS

All weapons have five basic details which we call their statistics or profile.

Range. The maximum range at which the weapon can fire at a target.

Attack Dice. The number of shots the weapon has when it fires – and the number of dice rolled to score hits.

To Hit Roll. The minimum dice score needed to hit – terrain factors may further modify the score needed.

Target's Save Modifier. The target's save modifier for any armour saving throw that it has.

BOLTERS

Unlike Battle Titans, all Emperor class Titans carry short range anti-infantry weaponry to keep enemy assault troops at bay. On the Imperator Titan bolters and heavy bolters controlled by automated systems lurk in blister-turrets and firing slits all over the bastions and upper fortress. A scanner system picks up any movement close to the Titan and identifies its origin; friendly troops are ignored but enemy troops are shredded by volleys of explosive bolts. The Princeps may override this system and pick out specific targets if he wishes to.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
15cm	1 each	6+	0	First Fire

SPECIAL RULES

So long as energy is supplied to its fire control centre, an Emperor class Titan may use its bolters – they do not require a separate plasma counter to power them. Bolters can always fire in the first fire phase regardless of the amount of power directed to fire control.

DEFENCE LASER

Emperor class Titans often mount weaponry to knock down flyers or space ships inside the atmosphere, and the Defence laser is a typical example of such armaments. Defence lasers are so heavy and bulky that it is more common for them to be mounted in static bunkers around important sites for planetary defence. They are sometimes seen on the battlefield stripped down and mounted on Battle Titans as main weapons, in which capacity they are commonly known as Volcano cannon. Emperor class Titans retain the full auto-track functions of the original Defence laser to give them local cover against air attack.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-4	Snap Fire. +3 to damage rolls

SPECIAL RULES

As long as energy is supplied to its fire control centre, an Emperor class Titan may use its Defence lasers – they do not require separate plasma counters to power them. Defence lasers add +3 to damage rolls against targets that use a damage table. Defence lasers may snap fire if the Emperor class Titan is capable of firing in the first fire segment.

GUN TOWERS

Gun towers carry heavy weapons located high on the back of Emperor class Titans. Four gun towers form part of the armament of the fearsome Imperator Titan. They are well placed high on the Imperator's upper fortress level where they add extra weight of fire against armoured opponents and blast enemy infantry out of cover with equal ease.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1 each	4+	-2	

SPECIAL RULES

If energy is supplied to its fire control centre, an Emperor class Titan may use its gun towers – they do not require a separate plasma counter to power them.

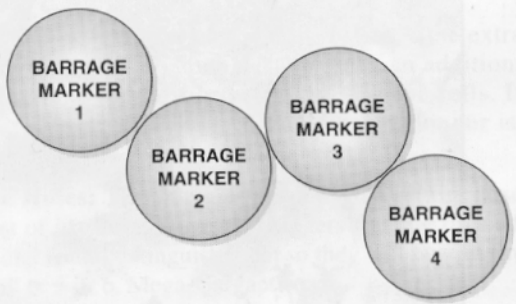
HELLSTORM CANNON

The Hellstorm cannon is a huge gun with six rotating barrels. Seen from a distance the barrels seem to turn at an almost leisurely rate but the giant shells they spew out quickly rend the target apart in storm of fiery explosions and scything shrapnel. Such is the weight of fire laid down by the Hellstorm cannon that whole swathes of the battlefield turn into an inferno of smoke and flames.

The Hellstorm cannon is often mounted in combination with a Plasma Annihilator on Emperor class Titans. This provides the Titan with a deadly area fire capability combined with the point effect devastation of plasma weaponry. Though the Hellstorm cannon has a limited ammo supply it requires comparatively little energy to fire, a factor which has saved many Princeps who have found themselves starved of power at critical moments.

SPECIAL RULES

At the start of the game place ten ammo counters on the Titan's datacard for the Hellstorm cannon. The Hellstorm cannon requires one green plasma counter to fire and it cannot be overcharged. When you come to fire the Hellstorm it is capable of shooting up to four barrage templates, each one with the profile shown below. Each barrage template fired costs one ammo counter, so if there aren't any ammo counters left the Hellstorm cannot fire. All the barrages fired in one turn from the Hellstorm must be placed so that each template touches at least one other in the salvo.



The barrage templates must be placed so that each one touches at least one other barrage marker.

Other than this the barrages are fired using the normal rules. Hellstorm barrages may be fired indirectly. In this case place the templates as above and then roll to scatter each template separately.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	8 Barrage points		-2	See above

MAIN BATTERY

The main battery or batteries of Emperor class Titans are usually large bore cannon or mortars attended by teams of special Servitors and Tech-Priests. Each shell, often the height and width of a man or more, is blessed and marked with sacred texts before being manhandled into the breach for firing. The attendant priests then withdraw to an armoured sacristy to undertake the firing rites upon the request of the Princeps.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
200cm	D6+3 Barrage Points		-3	Fires barrage

SPECIAL RULES

So long as energy is supplied to the fire control centre an Emperor class Titan may use its main batteries, you do not need a separate plasma counter to power them. A main battery fires a barrage with a variable number of barrage points. Roll a D6 and add +3 to the result each time the main battery is fired to find out how many points the barrage has.

PLASMA ANNIHILATOR

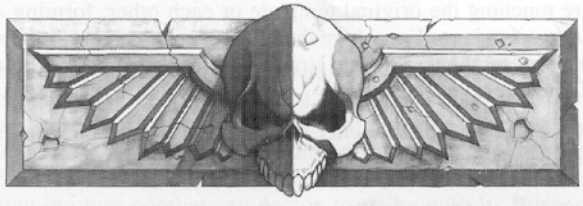
The Plasma Annihilator is amongst the deadliest weapons fitted to a land-based fighting machine. It takes raw, seething plasma directly from the Titan's reactor, accelerates it through a series of electro-magnetic fields and fires it as blinding, white hot bolts of destruction. As well as a rapid rate of fire the Plasma Annihilator has phenomenal range and accuracy. Indeed the high-pitched whine of the Annihilator's electro-magnetic coils building up for discharge has been known to send whole enemy formations fleeing in terror before battle is even joined. The only limitation on the Plasma Annihilator's destructiveness is its requirement for plasma from the reactor chamber. Few Princeps find themselves in the happy position of being able to fully charge the Annihilator without seriously compromising power supplies to the rest of the Titan.

Plasma Annihilator	Range	Attack Dice	To Hit Roll	Target's Sv. Mod
Energised	100cm	2 per gpc	4+	-4
Overcharged	150cm	3 per rpc	3+	-6

(Nb. gpc = green plasma counter, rpc = red plasma counter)

SPECIAL RULES

The Plasma Annihilator has a variable number of attack dice dependent on the number of plasma counters allocated to it during the orders phase. Each green plasma counter gives 2 attack dice with to hit rolls of 4 or more and -4 save modifiers. Each red plasma counter gives 3 attack dice with to hit rolls of 3 or more and -6 save modifiers. It is possible to place both red and green counters in the Plasma Annihilator, though no more than four counters of either colour can be fitted in the accelerator chambers at one time.



SECONDARY WEAPONS

Secondary weapons stud the outer carapace of an Emperor class Titan. Rapid fire cannon jut from casements and barbettes, lascannon swivel in turrets and on platforms. As an Emperor class Titan strides into battle its silhouette is lit with the myriad flashes of its secondary weapons spewing death at the enemy.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	1 each	5+	-1	

SPECIAL RULES

So long as energy is supplied to the fire control centre an Emperor class Titan may use its secondary weapons; you do not need a separate plasma counter to power them.

EMPEROR CLASS TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Bolters	15cm	1 each	6+	0	First fire
Defence Laser	100cm	1	3+	-4	Snap fire. +3 to damage rolls.
Gun Towers	75cm	1 each	4+	-2	
Hellstorm Cannon	100cm	8 Barrage points		-2	
Main Battery	200cm	D6+3 Barrage points		-3	Fires barrage
Plasma Annihilator:					
Energised	100cm	2 per gpc	4+	-4	(gpc = green plasma counter)
Overcharged	150cm	3 per rpc	3+	-6	(rpc = red plasma counter)
Secondary Weapons	50cm	1 each	5+	-1	

BATTLE TITAN WEAPONS

BARRAGE MISSILE LAUNCHER

The barrage missile launcher is a one-shot support weapon. It fires a salvo of plasma warheads that vaporise the target area in a roiling sea of incandescent plasma. It is very useful for depleting void shields but also has a devastating effect against unshielded targets.

The barrage missile launcher may only be used once per game. Place the barrage template anywhere in the Titan's line of sight and fire arc and roll for scatter as for a normal barrage attack. Once the template is in place roll a D6 to determine the number of extra templates. These must be placed so that they are touching the original template or each other, forming a compact mass or line where the missiles strike home. Targets covered by the barrage are struck for 8 barrage points with a -2 armour save modifier.

A barrage missile launcher may only be fitted to a Titan's carapace weapon mount.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	8 BPs	–	-2	D6 extra barrage templates. One shot weapon.

BATTLE CLAW

The battle claw is a crude but potent weapon similar in function to a power fist. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its battle claw instead of rolling for damage as normal.

To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his score, and if his total score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (ie, best result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a battle claw the building is destroyed unless it can roll its saving throw with a -4 modifier.

CARAPACE LANDING PAD

The carapace landing pad is used in conjunction with a recon Land Speeder. This Land Speeder maintains a direct comm-link with its parent Titan and scouts for targets, directing the Titan's barrages from a safe distance.

A Titan carrying a carapace landing pad receives a free Land Speeder stand which counts as a command unit for the purposes of orders, movement, etc. When using barrage weapons the Titan may make the attack using the recon Land Speeder's line of sight, enabling the Titan to fire at targets that it can't see but which are visible to the Land Speeder. Barrages fired indirectly in this way will not scatter, and always land on target, just as if they had been fired directly.

CARAPACE MULTI-LASERS

Warlord Battle Titans fighting in built-up areas are sometimes fitted with multi-lasers on their rear banner mounting points to protect the Titan against infantry assault. A Titan can mount up to two multi-lasers (one on each banner mounting point). Carapace multi-lasers always fire in the first fire phase and have a range of 15cm with 2 attack dice each. A 5+ is required to hit. Carapace multi-lasers are destroyed if the area of the carapace they are mounted on is damaged in any way.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
15cm	2	5+	0	Always shoots in first fire

CHAIN FIST

The chain fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans that carry a chain fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building they attack is destroyed unless it makes its saving throw.

CORVUS ASSAULT POD

The Corvus assault pod was developed as an alternative arm mount for Titans, and allows the Titan to carry a detachment of Space Marine Terminators right up to a building and disgorge them directly amidst the defenders via a drop-down ramp.

The Corvus carries four stands of Terminators which are included in the Corvus for free. To manoeuvre the Corvus into position the Titan carrying it must end the movement phase touching the target building. The Terminators in the Corvus may then engage troops inside the building during the close combat segment of the combat phase. Terminators attacking a building in this manner add an extra D6 to their close assault factor that turn.

Damage to the Titan does not affect the Corvus or its occupants unless the arm mount itself is hit. If this happens treat the Corvus as a transport vehicle (saving throw 2+). If the Corvus is destroyed so are its occupants. If the Titan is destroyed the Corvus and all its occupants are destroyed too.

DEATHSTRIKE CANNON

A common Warlord variant is the replacement of the Titan's head with a 'Deathstrike' centreline cannon mount. The Deathstrike cannon has a range of 200cm and fires a deadly barrage. Place the barrage counter as normal. It fires 10 barrage points with a -2 save modifier.

Carrying a Deathstrike cannon reduces the Titan's move by half. On the hit location diagram the Titan's head will become a weapon mount, with a 2+ saving throw. The Deathstrike has a very limited field of fire, and may only attack targets that are straight ahead of it (ie, the weapon must be pointing straight at the target it is attacking).

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
200cm	10 BPs	–	-2	Barrage weapon

FIRE CONTROL CENTRES

Fire control centres come in a variety of shapes and sizes. They are frequently combined with a centreline weapon mount but are also used in isolation. Fire control centres usually take the form of platforms or towers, packed with range-finding and targetting equipment.

A fire control centre occupies one carapace weapon mount and adds +1 to all hit dice the Titan rolls, including to hit rolls for barrages. Any hits on the weapon location where the control centre is mounted affect it, and it has a saving throw of 3+. Damage is rolled on the Head Location Damage Table.

HARPOON MISSILE

Like the Vortex missile, the Harpoon missile is a one shot-weapon. If the missile hits a Titan its barbed head becomes lodged in the Titan's body. Electrical surges produced by the missile short out the Titan's electrical systems and control circuits, removing control from its crew and passing it to the Titan which launched the missile.

A Harpoon missile will hit automatically. A vehicle or infantry model hit by the weapon must make its saving throw with a -2 modifier or be destroyed. A Titan with operational shields will lose only a single void shield or power field to a harpoon attack, but a Titan with no shields is in deep trouble. Select a location and roll the hit location dice as normal. Make a saving throw with a -2 modifier for the location that has been hit. If the save is failed the harpoon has lodged itself in the target; if the save succeeds the harpoon has no effect.

A Titan that has been harpooned must roll 1D6 in each subsequent orders phase. On a 1 the missile falls out or ceases to function; on a 2-6 the Titan comes under the control of the player whose Titan fired the harpoon. Control is complete, so the enemy player can even make the Titan attack its own side. Harpoons will not affect Gargants because they are controlled by mechanical systems.

A Harpoon missile may only be fitted to a Titan's carapace weapon mount.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	–	Auto	-2	Takes over target Titan if save is failed. One shot weapon.

INFERNO GUN

The Inferno gun fires a devastating of jet of super-heated fuel.

To use the Inferno gun you will need the teardrop-shaped flame template. Position the template so that the 'sharp' end touches the firing Titan and the other covers the target. Any unit (friend or foe) that is under the template is hit on a roll of 4+ and must make a saving throw to avoid destruction. Modifiers for cover are ignored when you roll to hit because the flames lap round any cover.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Special	Special	4+	0	Uses Flame template

GATLING BLASTER

The Gatling blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armoured troops.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	4	5+	-1	

LASER BLASTER

The Laser blaster fires a hail of shots much like the Gatling blaster except that it shoots blasts of laser energy instead of shells. It is a highly effective weapon against massed ranks of lightly armoured targets.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	6	5+	0	

LASER BURNER

The Burner is a searing laser beam whose energy is focused a few metres in front of the weapon. This intense energy causes bare metal to vaporise and electrically powered systems to burn out. The Laser burner is commonly used to attack other Titans. A Titan armed with a laser burner which hits another Titan in close combat can decide to strike with its Burner instead of rolling for damage as normal. The player rolls a D6 to determine the number of hits caused by the Burner. Work out each hit by choosing a target location and rolling damage as normal. A Burner can only hit a location once during the attack, so damage will be spread throughout the enemy Titan, and even if the target survives it is likely to be badly damaged.

MELTA-CANNON

The Melta-cannon fires a blast of heat which melts away the target, turning metal, flesh and concrete into molten slag. It has only a short range as the heat is easily dissipated, but it is still extremely effective.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	4	3+	-3	

TITAN HEAD VARIANTS

The head of a Titan is its control bridge, and contains its mind impulse units. A wide range of variant heads is used by different Titan Legions, some mounting weapons or fitted with experimental devices, although the vast majority are purely decorative and require no special rules. The exceptions are listed below.

Close Combat Head. Many of the most common Titan head variants feature some form of fearsome close combat weapon such as steel-fanged jaws or a lashing tongue. A Titan carrying this type of head adds +3 to its close assault factor against close combat opponents. Unfortunately it also reduces the saving throw on the Titan's head by 1 point.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
				Close combat weapon. Adds +3 to Titan's CAF.

Weapon Head. Some Titan head variants emphasise extra firepower at the expense of protective armour. A Titan fitted with a weapon head reduces its saving throw by 1 point but gains an extra attack.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	1	5+	-1	

PLASMA BLASTGUN

The Plasma blastgun was specifically designed for the Reaver and Warhound Titans, which are unable to use the larger plasma weapons carried by the Warlord because their reactors are simply not big enough to power them.

The Plasma blastgun works by siphoning off small amounts of plasma and storing them in special chambers. The weapon can store 2 attack dice worth of plasma, and starts the game fully charged up. When the weapon is fired the plasma is used up, and the weapon can only replenish 1 dice worth of energy at the end of each turn. The only exception is Titans that have first fire orders, which are allowed to replenish 2 dice worth of energy.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	2	3+	-4	Must recharge after use

PLASMA CANNON

The Plasma cannon fires a highly volatile energised matter called plasma, the same material that forms on the outer surface of the sun. When ordinary matter is struck by plasma it explodes, as its own structure is instantly turned to plasma. A Plasma cannon requires tremendous energy to use and saps power from the Titan's other systems. If a Titan fires its Plasma cannon it cannot fire any of its other weapons that turn, nor use any of its special close combat weapons if it has any. This does not stop the Titan fighting in close combat by treading on things and barging them as normal.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	6	4+	-3	May not fire other weapons

PLASMA DESTRUCTOR

This is a bigger version of the Plasma cannon and puts even more of a drain on the Titan's power system. It is astonishingly effective but the pay-off is also considerable. If you decide to shoot with a Plasma destructor you may not shoot with any other weapon that turn (like the Plasma cannon) and you may not move at all in your following turn. The energy drain is so great that the Titan is unable to activate its normal drive motors and becomes temporarily immobilised.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	4	3+	-6	May not fire other weapon or move next turn

POWER FIST

This is a gigantic armoured fist surrounded by a powerful energy field which allows the Titan to tear chunks from other Titans or buildings. If the Titan hits an enemy Titan in close combat it can choose to make a grab attack with its power fist instead of rolling for damage as normal. To represent a grab attack the attacker nominates which Titan location he is going to grab and both sides roll a D6. The attacking Titan then adds +1 to his score, and if his total score is highest he has managed to grab the nominated location and rip it apart. The enemy Titan takes maximum damage (highest result on the table). If the defender's total is highest he has slipped out of his attacker's grasp and no damage is caused. If the scores are equal the defender has slipped away but still sustains normal damage to the nominated location (D6 on the damage chart). If a Titan hits a building with a power fist the building is destroyed unless it can roll its saving throw with a -4 modifier.

POWER RAM

The power ram delivers a high velocity strike capable of punching through the thickest armour and inflicting major internal damage. More importantly, a single well placed blow with this powerful weapon can send an opposing Titan crashing to the ground.

In close combat against other Titans, a Titan using a power ram can knock its opponent over if it wins the close combat by six or more points. The Titan using the power ram can choose to knock the opposing Titan over so it falls over backwards. Any vehicles or infantry a Titan falls on are automatically destroyed, and buildings must make a saving throw with a -5 modifier. The Titan itself will be irreparably damaged by the fall and counts as destroyed. If the power ram is used against a building it hits automatically and the building must make a saving throw with a -5 modifier or be destroyed.

POWER SAW

The power saw is a motorised saw blade capable of ripping apart the toughest close combat opponent. Titans that carry this weapon roll an extra D6 to resolve combat, and add +2 to damage rolls against enemy Titans. Any building hit is destroyed unless it makes its saving throw.

QUAKE CANNON

The Quake cannon is a large bore cannon which fires an extremely powerful explosive shell. A hit from a Quake cannon can burst apart even the most heavily armoured opponent. Quake cannons can be fired at buildings. Even though it is not being attacked by a barrage, the building must make a saving throw with a -3 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-3	Affects buildings

TITAN MULTIPLE ROCKET LAUNCHER

The launcher fires a barrage of explosive rockets and is used to provide long range support fire for advancing troops.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	8 BPs		0	Fires barrage

TRIDENT

The Trident is a specialised weapon system employing a rocket-propelled grappling claw to seize its target, which is then dragged towards the Titan by an attached chain and power winch. Because the grappling claw is so massive and relatively low velocity void and power shields do not stop it.

If the Trident is being used to attack another Titan, it goes straight through the target's shields. Choose a location for the hit and then roll the hit location dice as usual. The Trident has no effect on infantry at all, though it can be used to attack vehicles.

As the Trident closes on its target and the Titan that fired it takes up the slack both players roll 2D6, adding their close assault factor to the score. The player using the Trident is allowed an extra D6 if he is on first fire orders to show that he is properly braced. If the Titan using the Trident beats his opponent's dice roll it rips off the part it was gripping automatically. Vehicles are destroyed, while Titans take the maximum damage possible in the location hit.

If the scores are drawn the Trident loses its grip and does no damage. If the Titan using the Trident loses the tug of war his opponent breaks the chain attaching the power winch to the Trident, rendering the weapon useless for the rest of the battle. Unless the Trident's chain is broken it is quickly wound back into position by winch and is ready to be fired next turn.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	1	3+	–	See special rules

TURBO-LASER DESTRUCTOR

The Turbo-laser destructor is a highly effective anti-tank weapon. It has a range of 75cm and 2 attacks because it is rapid firing. It hits on a 3+ with -2 on the target's save.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	2	3+	-2	

VOLCANO CANNON

This large laser cannon fires a bolt of explosive laser energy which tears through steel and destroys the best armoured enemy. When determining damage against Titans add +3 to the damage roll.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-4	+3 to damage rolls against Titans

VORTEX MISSILE

The Vortex missile is a one-shot weapon carried by Battle Titans. The warhead explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed. The drawback of this weapon is that it is unpredictable and also very difficult to produce – consequently the Vortex missile is rare and extremely precious.

A Vortex missile may only be fired if the Titan has first fire orders. Place a Vortex template on the table where you want the missile to land. Missiles have an unlimited range, so you may place the template anywhere that the Titan can see.

Roll to determine if the vortex scatters as you would for an indirect barrage (see the special Barrage rule). Any building or model under the vortex is destroyed except for Titans (see below). No armour saving throw is allowed.

Titans are so large that the vortex may not cover them entirely. A Titan hit by a vortex suffers D6 hits with no armour saving throws – any location hit will automatically take damage. Once casualties have been removed, leave the vortex in place, to indicate that the area has turned into a whirling ball of dark energy that is impossible to enter or to see or shoot through.

During the end phase of the turn, roll a D6 for each vortex:

D6	Result
1-2	The vortex dissipates harmlessly. Remove it from the table.
3-4	The vortex stays where it is.
5-6	The vortex moves 2D6cm in a random direction. Use the scatter dice to determine which way it moves. Anything in its path is hit as described above.

The Vortex missile is a one shot weapon and can only be used once per game.

VULCAN MEGA-BOLTER

The Vulcan is a short ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anyone foolish enough to stray too close. It is extremely effective at breaking up massed infantry assaults, and has been known to gun down entire formations of infantry in a single burst. It has a range of only 25cm but a massive 8 attacks, hitting on a 4+.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	8	4+	0	

WARP MISSILE

The Warp missile is a one-shot missile sometimes carried by Titans for dealing with heavily armoured targets. It contains a miniature warp drive which 'skips' the missile in and out of warp space when it is launched, materialising inside the target's shields and armour before a melta warhead detonates to complete the act of destruction.

Like the Vortex missile, the Warp missile is a one shot weapon and can only be used once per game. A Warp missile can only be fitted to a Titan's carapace weapons mount. A Warp missile will hit a Titan or building automatically but smaller targets such as troop stands or vehicles will only be hit on a roll of 3+ on a D6. A vehicle, building or infantry model hit by a Warp missile is automatically destroyed with no saving throw allowed. If a Titan is struck by a Warp missile, ignore its shields and go straight to selecting a location for the hit. To represent the likelihood of the missile disappearing into warp space or being deflected off-course roll the hit location dice twice. If a location is hit it receives no armour save, go straight to the damage table and roll for damage twice. This represents the cataclysmic damage caused as the missile materialises inside its target and detonates.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Unlimited	–	Auto/3+	–	To hit Titans/vehicles. Ignore shields. Roll twice on hit location template. One-shot weapon.

WRECKER

The wrecker is a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power and long reach also make it an effective, if inaccurate, close combat weapon.

Buildings struck with a wrecker suffer a -6 saving throw modifier. When fighting other Titans in close combat a Titan armed with a wrecker may make one free attack before close combat begins. The attacker chooses a hit location and rolls for deviation as normal. Once any shift in location has been established the hit location dice are rolled for the new location and the location adjusted a second time. The second roll is to represent the inaccuracy of the wrecker's wild swing. If a location on the enemy Titan is struck it is hit with a -6 saving throw modifier.

Against vehicles or infantry a Titan armed with a wrecker may automatically destroy one vehicle or infantry model in base-to-base contact before close combat commences. This represents it crushing some of its attackers with a hefty overarm swing.

BATTLE TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Barrage Missile Launcher	Unlimited	8 BP's	–	-2	Place D6 extra barrage templates when fired. One shot weapon.
Battle Claw	Close combat weapon. Roll off against opponent – causes maximum damage				
Carapace Landing Pad	Used as platform for Recon Land Speeder				
Carapace Multi-lasers	15cm	2	5+	0	Always shoots in First Fire.
Chain Fist	Close combat weapon. +D6 in close combat, +2 to damage				
Combat Head	Close combat weapon. Adds +3 to Titan's CAF.				
Corvus Assault Pod	Carries 4 Terminator stands. +D6 CAF in attack turn.				
Deathstrike Cannon	200cm	10 BP's	–	-2	Barrage weapon
Fire Control Centre	Adds +1 to all to hit rolls. Has save of 3+				
Gatling Blaster	75cm	4	5+	-1	
Harpoon Missile	Unlimited	–	Auto	-2	Takes over target Titan if save is failed. One shot weapon.
Inferno Gun	Special	Special	4+	0	Uses inferno template.
Laser Blaster	50 cm	6	5+	0	
Laser Burner	Close combat weapon. Hits D6 times.				
Melta-Cannon	25cm	4	3+	-3	
Multiple Rocket Lncher	100cm	8 Barrage points		0	Fires barrage.
Plasma Blastgun	50cm	2	3+	-4	Must recharge after use.
Plasma Cannon	75cm	6	4+	-3	May not fire other weapons.
Plasma Destructor	100cm	4	3+	-6	May not fire other weapons or move next turn.
Power Fist	Close combat weapon. Roll off against opponent – cause maximum damage.				
Power Ram	Close combat weapon. Opponent knocked over if you win by 6+ points.				
Power Saw	Close combat weapon. Adds D6 to close combat score. +2 to damage.				
Quake Cannon	100cm	1	3+	-3	May attack buildings.
Trident	25cm	1	3+	–	May pull bits off target.
Turbo-Laser Destructor	75cm	2	3+	-2	
Volcano Cannon	100cm	1	3+	-4	+3 damage roll against Titans.
Vortex Missile	One shot weapon				
Vulcan Mega-Bolter	25cm	8	4+	0	
Warp Missile	Unlimited	–	Auto/3+	–	To hit Titans/vehicles. Ignores shields. Roll twice on hit location template. One shot weapon.
Weapon Head	25cm	1	5+	-1	
Wrecker	Close combat weapon. Get free strike before combat is resolved				

CHAOS TITAN WEAPONS

BLOODLETTER BATTLEHEAD

The Bloodletter battlehead is a hellish variant of the standard weapon head which has been horribly mutated so that it resembles the features of the daemonic servant of Khorne known as a Bloodletter. Jutting from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire. The Banelord Titan is invariably fitted with a Bloodletter battlehead.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	2	4+	-1	

CHAOS ENERGY WHIP

This is a close combat weapon used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out circuitry in the opposing Titan.

The whip is used at the very start of the close combat segment, before any close combat is resolved. Roll a D6 for each enemy model in combat and on the score of a 4, 5 or 6 the model is hit by the whip – saving throws are at -1 where taken. An enemy Titan automatically loses 1D6 void shields if hit. If the Titan has fewer shields than the number indicated any excess is added to the close assault factor of the Titan using the whip.

CHAOS TITAN TAILS

Chaos Titans have mutated into a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies. A Titan fitted with a tail may add +2 to its close assault factor.

The Khornate Banelord Titan has a tail armed with a large battlecannon on the end. In battle the tail can either be used to strike its enemies, or to fire at opponents that are too far away to be attacked in close combat. In the combat phase the tail may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn. If used in close combat the tail adds +2 to the Banelord's close assault factor.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	1	5+	-2	Add +2 to close assault factor

DEATH STORM

The Death storm fires salvos of heavy rocket-powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armoured vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	6	5+	-1	

DOOMBURNER

The doomburner fires a bolt of super-heated molten metal which bores through its target in a searing flash of flames. Doomburners are especially good for destroying heavily armoured Titans and vehicles, though their devastating punch makes a mockery of cover so infantry can't hide either.

Ignore to hit modifiers from cover when rolling to hit with a doomburner. Because of the secondary damage from searing liquid metal any damage rolls against Titans are resolved with a +1 modifier. Buildings can be attacked with the doomburner, and a successful hit means the building must make its saving throw with a -3 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1	3+	-3	+1 to damage rolls against Titans. May attack buildings.

DOOMFIST

The Doomfist is a deadly hand-to-hand combat weapon which combines the close combat abilities of a chainfist and a power fist. In addition, it is armed with a pair of melta cannon which provide a powerful ranged attack. In the combat phase the Doomfist may be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If the Doomfist is used in close combat then the Chaos Titan rolls an extra D6 to resolve the combat. If the Chaos Titan wins a combat against another Titan, then the Chaos player may choose to make a special grab attack with the Doomfist instead of rolling for damage as normal.

To represent the grab attack the attacker nominates the location on the victim he is going to grab and both sides roll a D6. The Chaos Titan adds +1 to its score, and if its score is highest it has ripped the nominated location apart. The enemy Titan takes maximum damage (highest result on the table). If the defender's score is highest he manages to slip out of his attacker's grasp and no damage is caused. If the scores are equal, the defender has slipped away but sustains normal damage to the nominated location. If the Chaos Titan hits a building with the Doomfist the building is destroyed unless it can make its saving throw with a -4 modifier.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25cm	2	4+	-3	Add D6 to close combat score

HELLBLADE

The hellblade is a white-hot, powered cleaver capable of carving through armour like a hot knife through butter! A Chaos Titan armed with a hellblade adds +3 to its close assault factor and if it wins a close combat against another Titan it can make a special slash attack. Select the location of the hit on the Titan and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template roll damage against that location as well. A building struck with a hellblade must make a saving throw with a -2 modifier or be destroyed.

HAVOC MISSILE RACK

The Havoc missile rack is loaded with six deadly Havoc missiles. One or more missiles can be fired in a deadly salvo that roars towards the target at ground level to avoid enemy fire, exploding to cover a wide area in death and destruction. The Havoc missile is unusual because it occupies both carapace mounts on a Warlord Battle Titan. Havoc missiles are commonly fitted to the dreaded Banelord Battle Titan.

The missiles are fired individually so it's up to the Chaos player to decide whether he wants to fire some, all or none of his missiles during a turn. Whenever a missile is fired, record the fact with a counter or a D6 placed close to the Titan. Once all six missiles have been fired the racks are empty, and no more missile attacks can be made.

Each missile creates a barrage with 8 barrage points and a -1 saving throw modifier. If the Chaos player wants to fire more than one missile on the same turn, then all of the missile barrage templates have to be placed so that each one is touching at least one other missile barrage template.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	8 BPs		-1	

HELLSTRIKE CANNON

The Hellstrike cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture appropriately known as hellfire. The shells are set to explode in mid-air just above the target, so that they splatter as wide an area as possible with the deadly hellfire mixture. As the hellfire saturates the area it ignores cover, making it particularly potent against infantry in woods or buildings.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	6 BPs		-1	Ignore to hit modifiers for cover

CHAOS TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Chaos Energy Whip					
Khorne Chaos Titan Tail	50cm	1	5+	-2	Add +2 to close assault factor.
Bloodletter Battlehead	25cm	2	4+	-1	
Hellstrike Cannon	50cm	6 Barrage points		-1	Ignore to hit modifiers for cover.
Havoc Missile Rack	75cm	8 Barrage points		-1	Limited to 6 shots.
Doomfist	25cm	2	4+	-3	Add D6 to close combat score.
Hellblade					+3 CAF
Death Storm	75cm	6	5+	-1	
Doom Burner	75cm	1	3+	-3	+1 to damage rolls against Titans. May attack buildings.

MEGA-GARGANT WEAPONS

THE GUN DECKS

Mega-Gargants bristle with guns of all shapes and sizes. The majority of their armament is mounted in the hull itself with the largest calibre battle cannon mounted on a number of gun decks around the midriff.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	8	4+	-2	See below

Special Rules

Each squad box on the gun decks section of the datacard which is unoccupied, damaged or destroyed reduces the attack dice of the gun decks by two.

TURRETS

A number of small turrets is dotted around the Mega-Gargant's hull. These are armed with a variety of weapons for driving off marauding infantry and light vehicles, though autocannon are the most popular choice.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	5	5+	-1	

Special Rules

Each point of hull damage inflicted on a Mega-Gargant reduces the attack dice of the turrets by one.

SKULLCRUSHA MEGA-CANNON

The Skullcrusha is a huge cannon that is mounted on the Mega-Gargant's arm. The weapon is specially built to rapid fire its monster shells at an astonishing rate. This is achieved by typically cunning Orky know-wots. The cannon is fed from a hopper of ammo next to the breech. When it is fired it uses a reversed traktor beam to hurl the shells down the barrel. This minimises recoil, increases the rate of fire and allows the Skullcrusha to fire deadly salvos of shells which can smash armour into scrap metal!

Unfortunately this ingenious cannon mechanism can be a little temperamental at times. The traktor beam can flicker unpredictably, causing shells to block the breech, and the hopper can get jammed by several shells rolling down at once.

The Skullcrusha mega-cannon can fire two different sorts of ammunition, solid armour-piercing rounds (called Klangerz by the Orks) or meaty explosive-packed shells (naturally called Bangerz). This variety of ammo makes the Skullcrusha a highly effective and destructive weapon.

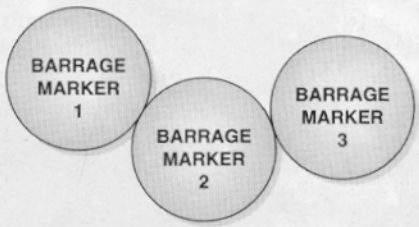
Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Bangerz	75cm	8 barrage points		-1	
Klangerz	75cm	1	3+	-4	+2 to damage rolls

Special Rules

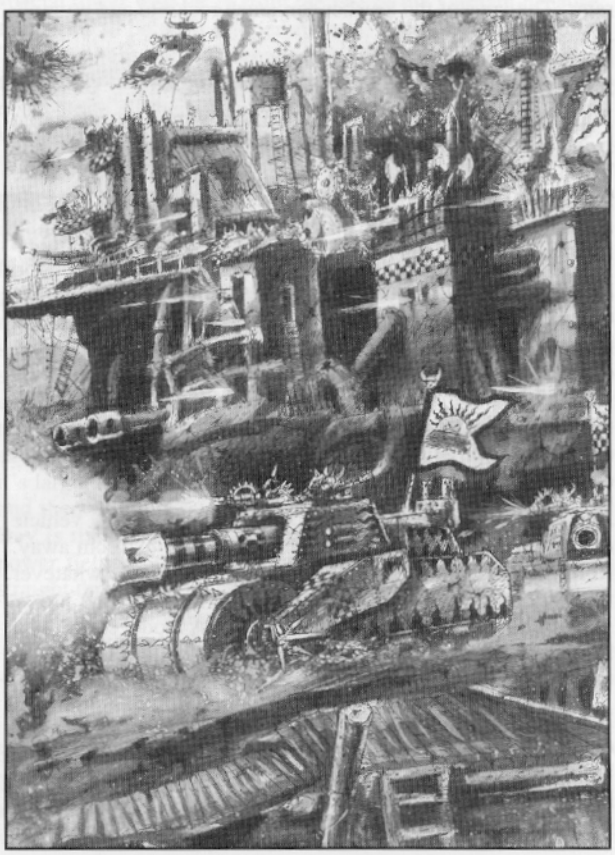
When you fire the Skullcrusha you must first declare what kind of ammo you want to use. The number of shots the Skullcrusha will loose off is unpredictable so roll the sustained fire dice when the cannon is fired, If a number is rolled then that is the number of shots fired. If a jam symbol is rolled the cannon has failed to fire for some reason. This is a common problem and will be automatically repaired in the end phase without any riggers having to be assigned to fix it.

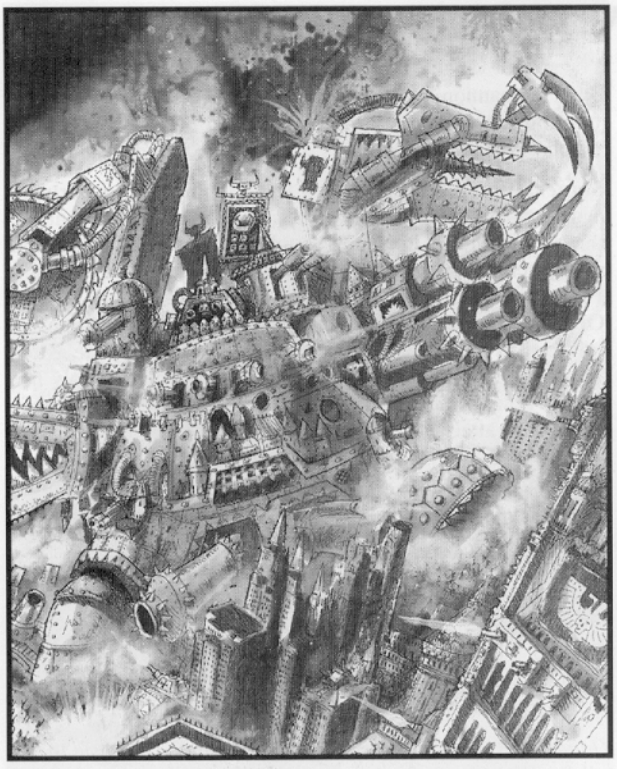
Bangerz: Each Banger round fired from the Skullcrusha mega-cannon effects a barrage template. This means that the cannon will fire 1, 2 or 3 templates if it fires at all. All of the barrage templates must be positioned so that they are touching at least one other template and in sight of the Mega-Gargant (Orks can't cope with all that fiddly indirect fire nonsense). Roll for hits and damage to targets under each template as for a normal barrage. To hit modifiers for target cover apply but there is no modifier for the Mega-Gargant's speed because it is a barrage attack.

The barrage templates must be placed so that each one touches at least one other barrage marker



Klangerz: Roll to hit for each Klanger round. The basic to hit roll for Klangerz is 3 or more on a D6. All the normal to hit modifiers for cover, Gargant speed and the like apply. If a Klanger round hits a Titan, Gargant or other target which requires a damage roll, and the target doesn't make its saving throw with a -4 modifier, add +2 to the roll on the damage table to represent the tremendous damage the shell inflicts on the target.





KRUSHER ARM

A Mega-Gargant is usually armed with a massive close combat weapon which it can use to knock down buildings and smash enemy Titans. Most Mega-Gargants are commonly equipped with a deadly krusher arm. The krusher arm mounts a monstrous steel grabber powered by massive hydraulic rams. The jaws of the krusher can crush rockrete and crumple adamantium like tinfoil.

Special Rules

If a Mega-Gargant armed with a krusher wins a close combat it can make a special grab attack. The grab attack only affects Titans, vehicles (including super heavy tanks and battle fortresses) and buildings – infantry are too small to grab. Against enemy Titans the Mega-Gargant can grab any location shown on the hit location chart and try to tear it off.

Both players roll a D6 and the Gargant adds +1. If the Gargant's score is higher than its opponent's the location is torn off and suffers the highest result on the appropriate damage table. If the scores are equal the opponent pulls partially free of the Gargant's grasp, roll for damage normally. If the opponent rolls higher than the Gargant he wriggles completely out of the Gargant's clutches and no damage is done.

Against vehicles the grab attack picks up one enemy vehicle (destroying it in the process) and throws it up to 10cm away. Roll the scatter dice: a hit indicates the wreck hits whatever the Gargant was aiming at and an arrow indicates the wreck scatters 2D6cm in the direction indicated. A model struck by a hurled wreck is automatically destroyed unless its saving throw is better than the saving throw of whatever fell on it.

If a Mega-Gargant is in contact with a building during the close combat phase it can make a free grab attack on the building if desired. A building hit by the grab attack suffers a hit with a -4 saving throw modifier. If it fails to make its save it collapses into rubble.

MEGA WEAPONS

Each Mega-Gargant carries an array of extra-awesome weapons for levelling particularly troublesome opponents. These are mounted on towers at the back of the Gargant so that they protrude up over its head and shoulders to give good lines of fire. All of these weapons are complex engines of destruction with their own peculiar traits and capabilities, though they are rather less reliable than most Kaptins would like.

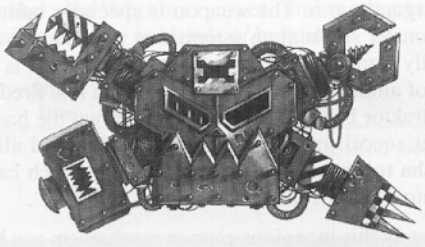
Mekboyz and Riggers work frantically to keep the mega weapons ready for action but all too often when the Kaptin wants to fire a salvo some of the weapons are unavailable. To represent this, just before you fire the mega weapons roll a D6 and look up the result on the table below to see how many of them can actually be used this turn. You may pick which mega weapons are fired, and you may fire only some or none of them if you like.

D6	Result
1-2	One
3-4	Two
5-6	Three

DA BIG LOBBA

Mega-Gargants often mount a huge mortar to smash apart enemy buildings and fortifications from a distance. The big lobba chucks a giant shell the size of a dreadnought, detonating with a massive shock wave which throws up a mushroom cloud of dust and smoke.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
25-125cm	Artillery dice		-2(-4)	Barrage ignores cover



Special Rules

The shell the big lobba fires is packed with a highly unstable explosive and it's not unknown for them to go off in the lobba before they've even been fired! When you fire the big lobba place a barrage template anywhere in sight which is also within the range and fire arc of the lobba. Note that although it fires a barrage the big lobba can't fire indirect shots (Orks can't be bothered with all that indirect fire nonsense).

Once you have placed the barrage template roll the artillery dice. If you roll a number that is how many barrage points the lobba has when it hits. The force of the explosion is such that to hit modifiers for cover are ignored. The big lobba has a -2 saving throw modifier normally but this is doubled to a -4 saving throw modifier against buildings and fortifications because of the crushing shock wave it produces.

A roll of a misfire on the artillery dice means the shell has gone off prematurely in the lobba. Roll on the Weapon Damage Table for the big lobba adding +1 to the dice if the Mega-Gargant moved any distance in the movement phase.

WEIRDBOY TOWER

All Orks generate a weak field of psychic energy, and as they get more excited and warlike this energy builds in strength. Most Orks are vaguely aware of a general feeling of "Orkyness" when they gather together and feel the growing excitement of the Waaagh! on a subconscious level.

Some Orks, called Weirdboyz, are highly sensitive to the energies generated by the Waaagh! and soak up the power like a sponge. Weirdboyz can't help doing this and they must unleash the psychic energy they absorb as destructive bolts of power or coruscating lightning before it builds up too much and makes their brains explode!

Obviously Weirdboyz aren't very keen on this so they try to avoid large groups of excited Orks (like you find in a battle) at all costs. However, wily Ork Warbosses have long known that Weirdboyz are a deadly weapon so they drag the unwilling Weirdboyz into battle anyway. Mega-Gargants have a special tower fitted to them to carry Weirdboyz into battle. Conductors and antenna fitted to the tower concentrate and direct the psychic blasts at the Orks' enemies.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	?	5+	-2	Attack dice varies

Special Rules

The Weirdboy tower fires its psychic bolts in the psychic phase. If you decide to use the Weirdboy tower in the psychic phase it will reduce the number of mega weapons you can fire in the combat phase by one.

The Weirdboy tower is unusual because its effectiveness is determined by how much psychic energy it has absorbed. When you come to fire the Weirdboy tower it has 1 attack dice for every Kaptin, Nobz or Ork Boyz krew stand onboard the Gargant at the time (Gretchin Riggers don't count 'cos they're not Orky enough).

Ork Weirdboy

KROOZ MISSULLS

Krooz missulls are big robot rockets packed with explosives and a crude remote control system. When one is launched from the Mega-Gargant it's guided by an Ork on the bridge (often the Kaptin because it's good fun) using a teevee kamera stuck in the missull's nose so he can see where it's going.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	10 barrage points		-4	Indirect fire

Special Rules

The Mega-Gargant only carries two krooz missulls so it can only use them twice in a game. Unclip one of the missulls from the model or make a note each time you fire one. Because they have to be controlled in flight only one missull can be fired per turn. Unlike other Orky weapons krooz missulls can be fired indirectly at targets outside the Mega-Gargant's line of sight and they don't even need another Ork unit to be able to see the target like normal indirect barrages.

MEKBOY WEAPONS

The Mekboy weapons on a Mega-Gargant are mounted on a special tower well away from the rest of the Gargant because they tend to be a bit temperamental, not to say dangerous! Though there are two weapons normally mounted on the tower only one may be fired per turn as the Mekboyz have to concentrate all their attentions on just getting one of them to work at a time.

DETH RAY

The Ork Deth Ray is not fully understood even by the Tech-Priests of the Adeptus Mechanicus. Some postulate that it is a powerful teleport device which moves the target deep within the earth or out into space. Other sources maintain the ray severs the bonds between molecules, causing the physical structure of the target to dissolve into light and other random energy discharges. Yet others point out that the Orks themselves don't really understand the Deth Ray. Suffice to say that when the ray is fired the target (or part of the target if it's large, like a Titan) is enveloped by a green glow, crackles and then disappears. The most fearsome aspect of the Deth Ray is that its effects are not inhibited by void shields or power fields in the slightest, the ghostly greenish ray passes straight through them.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	4+	-1	Ignores shields

Special Rules

The Deth Ray ignores shields, but other than this it works like a normal weapon.

SUPER LIFTA DROPPA

The Super Lifta Droppa is another large and very powerful traktor beam weapon. It works by latching a beam of energy onto an area then lifting it all up, pulling up trees, rocks, earth and screaming victims all at the same time. The boom carrying the projector is swung through the air, its entrapped victims dangling beneath it. Then, with a little bit of jiggling of the controls, the Meks drop the whole lot on some unfortunates nearby!

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	Template	4+	-4	See Droppa below

Special Rules

The Super Lifta Droppa has a range of 75cm and 'fires' a special Lifta Droppa template. The Lifta Droppa must be able to see its target in order to fire at it. Place the template anywhere in sight and within range of the Super Lifta Droppa. Anything even partially under the template is hit on the roll a 4, 5 or 6 on a D6. Roll for each target affected in turn; all the normal to hit modifiers for cover and the Gargant's speed apply.

Targets that are hit have to make a saving throw with a -4 modifier, and those that fail their save are lifted high up into the air. Anything which isn't latched onto or that makes its armour save is lucky enough to avoid the beam and is unaffected by the attack. Titans are too big to be picked up by the Super Lifta Droppa as explained below.

After finding out what he's 'caught' the Ork player can designate where he wants to drop the contents of the beam within 6cm. Roll the scatter dice to see if the Mekboyz manage to get their helpless victims on target – a 'hit' indicates they're bang on target, an arrow means the template flies 2D6cm in the direction of the arrow before plummeting to the ground. The falling victims are automatically destroyed regardless of whether the Meks are on target or not.

Any models underneath the template (wherever it ends up) are struck by falling debris on a roll of 4, 5 or 6 on a D6. Models hit by falling debris are automatically destroyed unless their saving throw is better than the saving throw of the biggest thing caught on the template – so, for example Land Raiders (Sv 2+) hit by debris from a template which included a Baneblade (Sv 1+) would be crushed. If a Baneblade was struck by debris from a Lifta Droppa template carrying Land Raiders it would survive.

Titans are too big and heavy to be picked up even by a Super Lifta Droppa but can be hit by falling models. Titans will lose a shield if struck by a falling model, or suffer a hit if they have no shields left. Roll for location as normal. The location hit will suffer damage unless its saving throw is better than the model with the best save on the template hitting it. A building hit by a Super Lifta Droppa or falling debris must make an unmodified saving throw and collapses into rubble if it fails.

MEGA-GARGANT WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Battle Cannon					
Gun turret	50cm	8	4+	-2	
Turrets	50cm	5	5+	-1	
Skullcrusha	–	Sustained fire dice	–	–	
Bangerz	75cm	8 barrage points		-1	
Klangerz	75cm	1	3+	-4	+2 to damage rolls
Krusher arm	Close combat weapon. Roll off against opponent – maximum damage.				

MEGA WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Da Big Lobba	25-125cm	Artillery dice		-2 (-4)	Barrage ignores cover
Weirdboy Tower	50cm	1 Per Ork krew	5+	-2	
Krooz missull	100cm	10 barrage points		-4	Indirect Fire

MEKBOY WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Deth Ray	100cm	1	4+	-1	Ignores shields
Super Lifta Droppa	75cm	Template	4+	-4	See special Lifta Droppa rules

SLASHER & GREAT GARGANT WEAPONS

BATTLE CANNON HEAD

Many Great Gargants carry a heavy, quick-fire battle cannon mounted in their heads. Adding a gun to the Gargant's head means that fewer armour plates can be fitted, and those that are used are thinner. Because of this the saving throw for a battle cannon head is 1 point lower than that shown on the hit location template on the Gargant data sheet.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	2	4+	-2	Armour save reduced by -1 point

BATTLE CANNON TURRET

Battle cannon turrets can be mounted on the upper shoulders of Great Gargants. They are a popular choice with Ork krews for their long range and the loud explosions they make when they hit.

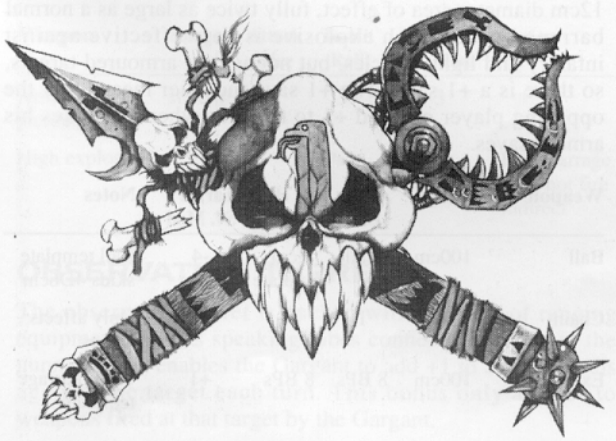
Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1	4+	-2	

CLUSTER BUSTER

The cluster buster is mounted on Slasher Gargants. It consists of a long armour-busting gun surrounded by several smaller rapid-fire cluster guns. When the main gun is fired the cluster guns fire a tight barrage of shots into the same area, which is particularly useful for scoring multiple hits on a large target like a Titan or for breaking up mixed groups of vehicles and supporting infantry.

The buster gun has a range of 75cm, one attack dice and needs a 4+ to hit, saves are at -2. Regardless of whether the buster gun hits or not place a barrage template centred over the target and roll for hits from the cluster guns against any other targets even partially under the template. The cluster guns hit on a 5+ with a -1 saving throw modifier. If the target completely fills the barrage template (like a Titan) roll six attack dice for the shots from the cluster guns.

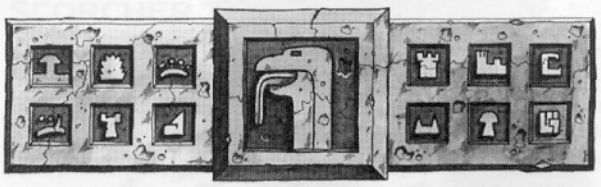
Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	1	4+	-2	Nearby targets hit on 5+



GORK & MORK HEADS

Gargants are gigantic representations of Gork and Mork, the two great Gods of the Orks, so it is quite common for them to have specially-made heads to make them look more life-like.

Gork and Mork heads emphasise the idol-like nature of an Ork Gargant. If they are fitted, then any Orks within 25cm of the Gargant may ignore morale tests – no test is required for the unit. Unfortunately if the Gargant has its head blown off it's very demoralising for any Orks nearby so all Ork units within 25cm have to take an immediate morale check. Gork heads mounted on Great Gargants include an observation platform; Mork heads on Great Gargants mount a scorcher turret on top of the head.



Gargants with Gork heads are sometimes fitted with a pair of heavy traktor kannons in place of their eyes so the Orks can terrify their foes with the mighty **Gaze of Gork**.

The traktor kannon can fire all round because they are fitted in the Gargant's head. When they shoot they fire a strong pulse of traktor energy which slams into the target, and immobilises or crushes it.

The following special rules govern the use of traktor beams. Roll to hit your chosen target like any other weapon – the gaze of Gork has two attack dice and a basic roll to hit of 4 or more is required. If the target is hit it takes a saving throw with a -2 modifier. If the save is passed the target is unaffected. If the target fails its save it may be *immobilised* (in which case it cannot move, shoot or do anything else in its next turn), or *squashed,* in which case it is destroyed.

Roll a D6 to determine the result and add +1 if the target has no saving throw (most infantry units, for example, have no saving throw and are therefore more likely to be squashed).

D6	Result
1-4	IMMOBILISED. May do nothing next turn.
5+	SQUASHED. Destroyed.

An Imperial Titan's void shields do not protect it from a traktor beam, but an Eldar Titan's holo-fields work as normal. Titans always count their highest saving throw out of all of their areas against traktor beams. This makes them very hard to hit effectively. If a Titan is immobilised its shields still operate but nothing else works, so they cannot repair damaged shields or locations. Other immobilised models can do nothing – they can't give orders, repair vehicles, heal wounded or use psychic powers, for example. Immobilised models are exempt from formation rules until they can move again.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	2	4+	-2	Special rules

Mekboy Gargant

DETH KANON

Deth Kanon are built onto Slasher Gargants to deal with big, heavily armoured targets like Titans and super heavy tanks. The Deth Kanon fires a suitably super heavy shell for this task, easily capable of smashing through the thickest armour. Deth Kanon have a range of 100cm and roll one attack dice needing a 3+ to hit with a -3 saving throw modifier. The shells from a Deth Kanon are fitted with a special fuse so that they explode inside their targets. This means any damage rolls against a Titan add +2 to the dice.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	3+	-3	Adds +2 to Titan damage rolls

GATLING CANNON

The Gatling cannon is rapid-fire multi-barrelled cannon commonly mounted on the lower arm mount of Great Gargants. With a range of 50cm and 8 attack dice Gatling cannon are ideal for strafing enemy infantry and vehicles with a hail of fire. A 5+ is required to hit, and saves are at -1. Because of the huge amounts of ammunition used by the Gatling cannon, no more than one of these weapons may be mounted on a Gargant at once.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	8	5+	-1	No more than 1 per model

GUTBUSTER MEGA-CANNON

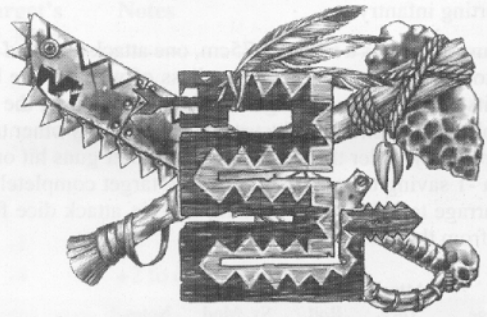
The Gutbuster is a huge cannon which protrudes from the Gargant's belly. The weapon can fire an array of ammunition. At the start of the game the Gutbuster is loaded with one shot of the player's choice. After firing it takes a full turn to reload, so the Gutbuster may not be fired in the next combat phase.

Ball-rounds are like immense cannonballs, and a special 3cm template is supplied for them. Place the template over your target and then roll for scatter as you would for a barrage. Anything under the template is hit and makes a saving throw with a -4 modifier.

The ball will then roll another 4D6cm in a straight line along the line of fire. Anything the ball rolls over is automatically hit and must make a save with a -4 modifier, including any buildings. The ball will plough through any operating shields on a Titan that it hits, knocking them all down one after the other. Should it hit the leg off a Titan model the save is taken with a -4 save modifier.

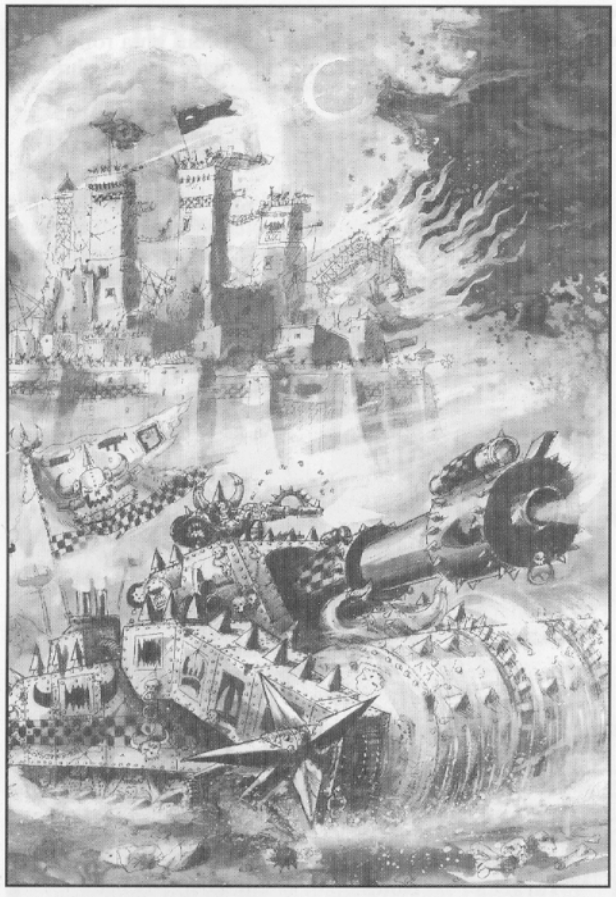
Chainshot consists of two or more medium-sized projectiles linked together by heavy chains, which spread out and spin like bolas when they are fired. It is only used for entangling the legs of Imperial and Eldar Titans, and causes no damage to any other type of target! Chainshot is only effective against Imperial Titans if they have no operating void shields at the time that it hits.

When chainshot scores a hit against an eligible target it automatically causes damage to the target's legs. No hit location or saving rolls are needed, simply roll on the Leg Damage Table, adding +3 to the dice roll. For obvious reasons there must be a clear line of fire from the Gutbuster itself to the target's legs, any intervening terrain will block the shot.



High Explosive rounds are huge cannon shells packed with hundreds of pounds of explosive. They have a special 12cm diameter area of effect, fully twice as large as a normal barrage attack! High explosive is very effective against infantry and light vehicles, but not against armoured targets, so there is a +1 save. The +1 save modifier means that the opposing player can add +1 to the dice when he makes his armour saves.

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Ball	100cm	Ball	3cm template	-4	Ball template skids 4D6cm
Chain	75cm	1	3+	-	Only affects Titans
Explosive	100cm	8 BPs	8 BPs	+1	12cm barrage template



MAGNUM MEGA-CANNON

The Magnum mega-cannon is a monster gun which fits on the lower arm mount of the Gargant. The Magnum can fire different rounds in the same way as the Gutbuster, though its choice is limited to a solid armour-piercing shot or a large high explosive shell. Unlike the Gutbuster the Magnum can fire every turn.

Armour-piercing shots (or Klangerz) roll one attack dice with a to hit roll of 3+ and a saving throw modifier of -3.

High explosive shells (or Bangerz) fire a barrage template with 8 barrage points and a 0 saving throw modifier. Because Orks don't have the patience for the complexities of indirect fire high explosive shells can only be fired at targets the Gargant can see. Because this is a direct shot there is no chance of the barrage template scattering.

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Armour piercing	100cm	1	3+	-3	
High explosive	75cm	8 BPs		0	Fires barrage. May not fire indirect

OBSERVATION TURRET

The observation turret is packed with all sorts of ranging equipment and has speaking tubes connected directly to the gunners. This enables the Gargant to add +1 to all to hit rolls against one target each turn. This bonus only applies to weapons fired at that target by the Gargant.

RIPPER FIST

The ripper fist is a motorised saw blade capable of ripping apart the toughest close combat opponent. Gargants that carry a ripper fist roll an extra D6 to resolve combat, add +2 to damage rolls against enemy Titans, and any building hit is destroyed unless it makes its saving throw.

There is a huge cannon mounted on each side of the saw blade, so the ripper can be used to make ranged attacks as well. However, the weapon can't be used to make ranged attacks and close combat attacks in the same turn.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	2	4+	-2	Close combat weapon. Adds +D6 to combat dice score

SCORCHER TURRET

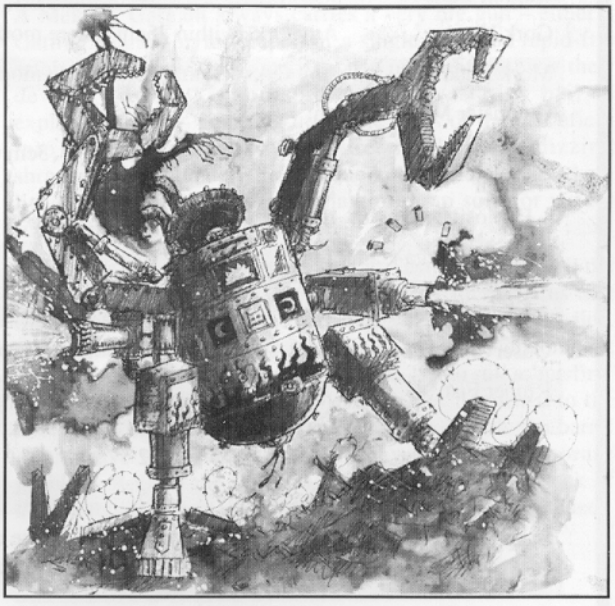
The scorcher turret fires a long gout of flame. It has a range of 35cm, 2 attack dice, and hits on a 3+. The scorcher is especially effective at winkling out infantry that are in cover. To represent this ignore any modifiers for cover that would normally apply to the to hit roll.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
35cm	2	3+	0	Ignore to hit modifiers for cover

SLASHA ATTACK GUN

The Slasha attack gun only fits onto the Slasher Gargant. It has a high rate of fire and shoots hefty explosive shells. The gun has a range of 50cm, 5 attack dice, hits on a 4+ and saves are at -2. Like the Gatling cannon, the Slasha attack gun needs huge amounts of ammunition, so only one can be mounted on a Gargant.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	5	4+	-2	No more than one per model



Bad Moon Dreadnought

SNAPPER

The Snapper is a ferocious mechanical jaw powered by a reinforced boiler in the Gargant's belly. When it opens a high-pressure steam pipe spouts out boiling fluid and masses of super heated steam.

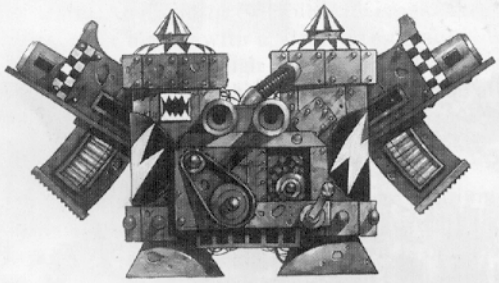
In close combat the Snapper is able to pull – or rather bite! – pieces off enemy Titans. If the Gargant wins a close combat against a Titan it can choose to bite a location with the Snapper and try to tear it off. Both players roll a D6 and the attacking Gargant adds +2 to the result. If the Gargant wins the enemy Titan takes maximum damage to the nominated location. If the scores are equal roll for damage as normal. If the enemy Titan wins it slips away without suffering appreciable damage. The Snapper can also be used to attack buildings, which are hit automatically and must make a saving throw at -4 modifier or collapse.

The extra pressure supplied by the Snapper's boiler means that any Gargant armed with a Snapper moves faster than normal. It can add 1D6 cm to its move on advance orders and 3D6cm to its move on charge orders. Roll for the extra distance each time the Gargant moves.

The Snapper can also fire a blast of super-heated steam. You will need the triangular-shaped Snapper template. The narrow end of the template is placed against the Snapper's mouth. Any models under the template will be hit on a roll of 2+, ignoring modifiers for cover, and must make a saving throw to avoid destruction.

SUPER LIFTA DROPPA

Great Gargants are sometimes fitted with the boom-like Super Lifta Droppa like the one on the Mega-Gargant. This uses exactly the same rules as the Mega-Gargant Super Lifta Droppa. On the Great Gargant the Super Lifta Droppa isn't fitted to a separate Mekboy tower, it's just nailed or welded onto the shoulder mount.



SLASHER & GREAT GARGANT WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
Battle Cannon Head	75cm	2	4+	-2	Armour save reduced by -1 point for the Gargant's head
Cannon Turret	75cm	1	4+	-2	
Cluster Buster	75cm	1	4+	-2	Nearby targets hit on 5+
Gaze of Gork	50cm	2	4+	-2	Orks within 25cm ignore morale tests
Deth Kannon	100cm	1	3+	-3	Adds +2 to Titan damage rolls
Gatling Cannon	50cm	8	5+	-1	No more than 1 per model
Gork Head	Any Orks within 25cm ignore morale tests. Carries an observation turret.				
Mork Head	Any Orks within 25cm ignore morale tests. Carries a Scorcher turret.				
Gutbuster Mega-Cannon:					
Ball	100cm	Ball	3cm template	-4	Template skids 4D6cm
Chain	75cm	1	3+	–	Only affects Titans
Explosive	100cm	8 BPs		+1	12cm barrage template
Magnum Mega-Cannon:					
Armour-piercing	100cm	1	3+	-3	
High explosive	75cm	8 BPs		0	Fires barrage. May not fire indirect.
Observation Turret	Adds +1 to any to hit rolls versus *one* target.				
Ripper Fist	75cm	2	4+	-2	Close combat weapon. Adds D6 to close combat dice score.
Scorcher Turret	35cm	2	3+	0	Ignore to hit modifiers for cover.
Slasha Attack Gun	50cm	5	4+	-2	No more than 1 per model.
Snapper	Roll off against opponent in close combat. Fires using template. 2+ to hit.				
Super Lifta Droppa	75cm	Template	4+	-4	See special rules

MEKBOY GARGANT WEAPONS

KUSTOM FORCE FIELD

Most Gargants are protected by banks of power field generators, but the Mekboy Gargant has a single potent kustom force field generator instead. The kustom force field is a master piece of technology, forming an impenetrable dome of force over the Mekboy Gargant making it (almost) totally invulnerable to incoming fire. Unfortunately the field generator tends to overheat fairly quickly and some even blow up with spectacular results! To overcome this the Mekboyz usually send their Gargant lumbering into the middle of the enemy as quickly as possible and rely on the kustom force field to get them there without taking any damage. Once they've got into close combat the Meks shut down the force field generator before it overloads.

At the start of each turn you can decide to shut down the force field and lose its protection for the turn. Once the field has been shut down it can't be switched on again during the game. If you don't shut the field down roll 1D6 for each consecutive turn the generator has been operating and add the rolls together – so you roll one dice on the first turn, two dice on the second turn, three dice on the third turn and so on.

If the dice score is less than 10 the generator keeps working without any problems. If the dice score comes to a total of 10 or more the force field generator overheats enough to cause damage, so make an immediate roll on the Mekboy Gargant Force Field Damage Table. This means that on the first turn of operating the kustom force field will have no chance of overheating, on the second turn it has a small chance of overheating and on the third it has about a 50% chance of overheating and even the most deranged Mek will usually shut down the force field before it's been operating for four turns...

As long as the kustom force field is operational it will stop all incoming fire which doesn't bypass the field. Hence only things like Tremor cannon, warp missiles and psychic attacks can penetrate the field – anything else bounces off without any effect. A Vortex missile will knock down the field as long as it is in contact with it, but the field will spring up again as soon as it's out of the vortex.

The only weakness of the force field is that it tends to flicker on and off occasionally because of fluctuating power levels. If a Mekboy Gargant is hit roll a D6 for each hit. On a roll of 6 the shot penetrates the field in the fraction of a second that it flickered off.

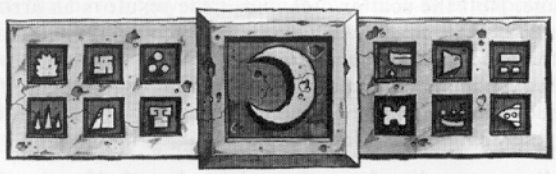
SUPER LIFTA DROPPA ARM

Mekboy Gargants were the first sort of Gargant to use any sort of Lifta Droppa beam at all. After a few battlefield rampages with rocks, trees, tanks and troops being chucked about all over the place Ork Warbosses realised what good fun Lifta Droppas were and collared them for their own use. Now all sorts of Gargants have Super Lifta Droppas, but the Meks always make sure they keep a few for their own use! The Mekboy Gargant Super Lifta Droppa uses the same rules as the Super Lifta Droppa fitted to the Mega-Gargant.

BUZZ SAW ARM

The buzz saw arm carries a huge diamond-toothed circular saw blade. The buzz saw gives the Mekboy Gargant an extra D6 to roll in close combat so it rolls 3D6 instead of 2D6. You add +2 to the damage roll against enemy Titans, and any building hit is destroyed unless it can make its basic saving throw. The saw is fitted to an articulated arm powered by innumerable pistons and gears. The arm is also studded with gun ports carrying cannon of various calibres. In the combat phase the arm can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	3	5+	-1	



KRUSHER ARM

The krusher arm carries a monstrous grabber filled with whirling steel teeth. A krusher is usually a modified gantry-crane fitted with a number of gun ports and has several autocannon studded along its length. When used in close combat the krusher arm works in exactly the same way as the krusher fitted to a Mega-Gargant. The Mekboy Gargant can fire the guns on the krusher arm or attack with it in close combat during a turn, but not both.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	2	5+	0	

DE LUXE KUSTOM KANNON

A Mekboy Gargant always carries a very big gun – either a Gatling cannon-style weapon or a single barrelled rapid-fire affair. The Mekboyz are particularly proud of the way their de luxe kustom kannon spits out a devastating hail of explosive shells – churning up whole areas of the battlefield into a seething maelstrom of fire, smoke and whizzing shrapnel. Unfortunately the de luxe kustom kannon can be a little temperamental at times, jamming up solid or wildly firing off dozens of shots at once.

Whenever you want to fire the de luxe kustom kannon roll the artillery dice to find out how many attack dice it fires that round, which means it will fire between 2 and 10 attack dice. Each attack dice needs to roll a 4, 5 or 6 to hit and anything hit suffers a -2 modifier to its saving throw. If you roll a 'misfire' on the artillery dice something terrible has happened to the kannon – a shell might have jammed in the breech, the barrel might have warped or split or it may just be a temporary problem. Roll on the Weapon Damage Table on the back of the Mekboy Gargant datacard to find out what has happened.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	Varies	4+	-2	

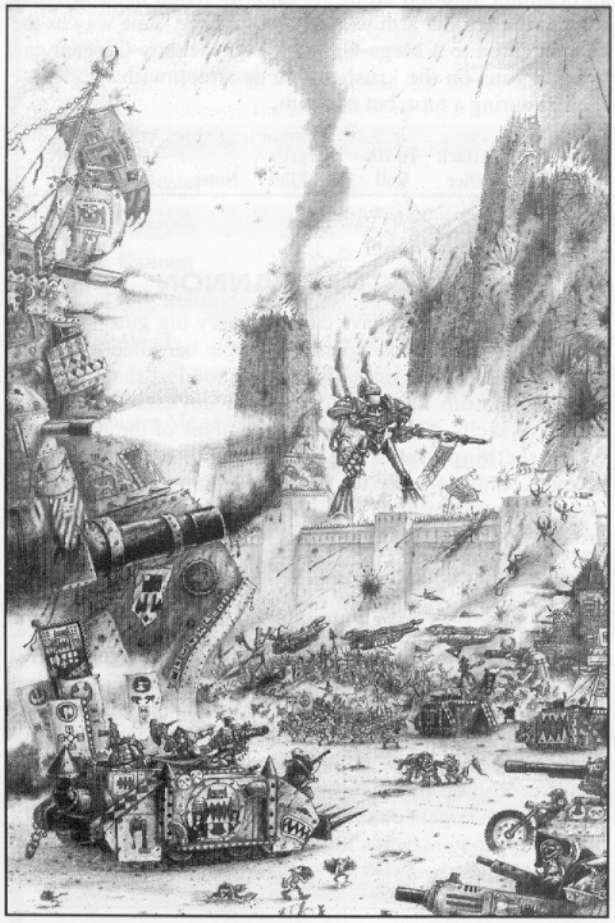
ELDAR TITAN WEAPONS

DISTORTION CANNON

The powerful Eldar Distortion cannon bores a hole through the fabric of reality, creating a whirling black hole into warp space. Anything engulfed by the hole is sucked through into the warp and destroyed. Those lucky enough to avoid the full power of the warp hole are cast aside and scattered around the battlefield. Because of the constantly changing flux of the warp it's impossible to be sure precisely where the warp hole will open. Because of this the Distortion cannon is most effective when used against densely packed enemy formations.

A barrage template is used to represent the warp hole. The cannon can only shoot at a target point it can see, so take the barrage marker and place it with its centre over the proposed target anywhere within the firing Titan's line of sight and range. Roll the scatter dice and if the result is an arrow reposition the template 2D6cm in the direction shown. Now roll the scatter dice again and if the result is an arrow reposition the template once more. Because you roll twice for scatter with the Distortion cannon it can sometimes miss its target by as much as 24cm.

Roll a scatter dice for each model at least half under the template. On the roll of a cross hair the target is sucked into the warp and destroyed with no saving throw. On the roll of an arrow the target is thrown D6cm in the direction shown and may not move, shoot, or do anything else that turn.



ELDAR HOLO FIELDS

Certain Eldar vehicles and troops use a sophisticated system of defensive screens that are called holo fields. The most well-known users of the holo field are Eldar Phantom Titans.

Holo fields are not designed to block, absorb and shunt aside attacks like Imperial void shields and Ork power fields. Instead the holo field confuses enemy location and targeting systems by diffracting the subject's image. When a unit protected by a holo field moves, its image seems to explode into a storm of multi-coloured shards. The faster it moves, the more scattered the image becomes. When it stops the cloud appears to coalesce into a solid shape again. The holo field is well suited to the Eldar precepts of speed and mobility over armour and firepower.

Any unit protected by a holo field receives an additional saving throw against a hit. Because the holo field disrupts targeting more if the subject is moving the saving throw varies according to what orders the subject is on, making it better on charge orders than first fire for instance. The table below summarises what saving throws the subject has on different orders. The saving throw is tied only to the unit's orders and not to the actual distance the model moves.

This extra save is taken first and is not modified by the attacking weapon's armour saving throw modifier; being able to punch through heavy armour is no help if the target isn't where it's supposed to be. On the other hand, the holo field is useless against area effect weapons which don't have to rely on pin-point accuracy, and so the save does not apply against hits from barrages, or any other attack that uses a template of any kind.

Orders	Saving Throw
First Fire	4+
Advance	3+
Charge	2+

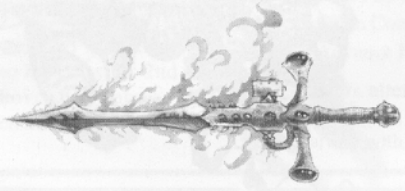
Buildings cannot be sucked into the warp whole as they are simply too large. However, any building hit by a Distortion cannon will be severely damaged and may collapse. The building is allowed its basic saving roll. If it's successful the building's structural integrity is unaffected and it remains standing. Any models inside the building are also unaffected so long as it survives.

Titans, Gargants, and any super heavy tanks with intact void or power fields automatically avoid destruction thanks to their shields. The warp hole is slightly displaced by the presence of active shields and so the target is never sucked into the warp but is scattered D6cm in a random direction instead.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
75cm	Special – see rules above			Uses barrage template. Scatters twice.

HEAT LANCE

The heat lance is a special Eldar Titan weapon. It operates by setting up an electro-magnetic 'tube' between the weapon and its target and then launching a high-power bolt of fissile energy along it. The effects are akin to the awesome destructiveness of melta and plasma weapons but are far more devastating by virtue of being more tightly controlled. At longer ranges the carrier field is unable to contain the shot and the heat lance loses some of its power. The weapon's ability to punch through the heaviest armour at close range makes it a highly favoured weapon.



Anything hit by a heat lance at up to 25cm range must make a saving throw with a -5 modifier. A massive +5 is added to damage rolls against Titans hit by a heat lance at up to 25cm range.

For each 25cm of range the heat lance's saving throw modifier and damage bonus is reduced by 2, so a target hit at a range of 50cm would suffer a -3 saving throw modifier and a +3 on damage rolls. This is summarised on the weapon chart.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Damage Bonus
Up to 25cm	1	2+	-5	+5
26-50cm	1	3+	-3	+3
51-75cm	1	4+	-1	+1

POWER FIST

The Eldar power fist is identical in most ways to the power fist mounted on Imperial Titans. In close combat the gigantic armoured fist can be used to rip pieces off enemy Titans or crush buildings like paper. The Eldar power fist is also enhanced with the addition of a battery of Shuriken cannon in the fingers and 'knuckles' which give it a potent ranged capability as well. In the combat phase the power fist can be used either in close combat or as a ranged weapon. It may not be used as both in the same turn.

If a Phantom with a power fist wins a close combat with an enemy Titan it can make a special 'grab' attack instead of rolling normal damage. The Phantom can grab any location on the hit template and try to rip it away. Both players roll a D6 and the Phantom adds +1. If the Phantom's score is higher than the defender's the location is wrenched off and suffers maximum damage. If the scores are equal the defender wriggles partially out of the Phantom's grasp and damage on the location is resolved with a D6 roll as normal. If the defender's score is higher than the Phantom's it manages to slip completely out of the Phantom's grip and suffers no damage. A building attacked with the power fist is hit automatically and must roll a saving throw with a -4 modifier or be destroyed.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	4	4+	-1	May be used in close combat.

PSYCHIC LANCE

Eldar Titans may be armed with the psychic lance, a weapon which 'fires' a burst of psychic energy directed through a long crystalline rod. The resonances set up in the crystal create a beam of directed psychic energy that will brainwipe anything in the area of effect. The psychic lance is much feared by the Eldar's enemies, as it passes straight through the heaviest armour and shields and leaves its victims drooling idiots.

When using the psychic lance take a barrage template and place it anywhere within the line of sight and range of the firing Titan. Anything completely under the template will be hit on a D6 roll of 5 or 6. The effects of a hit from a psychic lance vary greatly depending on the victim. It will automatically wipe the brains of any infantry stand or vehicle regardless of their armour saving throw, as the lance beam passes straight through physical armour. Robots and robotically controlled equipment (such as Tarantulas) are immune to the effects of the lance.

Units that have a 'psychic saving throw', such as an Imperator Titan, receive their psychic save against the lance's effects as normal. Daemons which are hit are instantly cast back into the warp without any saving throw as the brain of their host body is destroyed. A Titan hit by the psychic lance rolls for damage once on the Head Damage Table.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
50cm	Special – See rules above			Uses barrage template. No armour save possible. Hits destroy daemons automatically.

PULSAR

The pulsar is used exclusively by the Eldar. It is a highly sophisticated laser cannon and amply demonstrates the Eldar's consummate skill in constructing laser weapons. The pulsar fires short volleys of extremely powerful laser energy, each pulse of energy in the volley being separated by a few milliseconds from the next one.

The pulsar can be fired in two ways. When fired at a single target the pulsar will be held steady so that as many pulses as possible will hit the target. Against a more numerous foe the pulsar can be moved slightly to spread the pulses over an area in an attempt to hit more than one target.

When you fire the pulsar you must declare which way you will use it. If you fire against a single target, roll to hit just once. If you score a hit, roll the D6 again. The result is the number of pulses from the volley that hit the target. Each pulse must be saved against separately.

If you decide to fire at a group of targets, take the barrage template and place it over any target point within the pulsar's line of sight and range. Roll once to hit any model under the template.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	1	2+	-2	Target must save D6 times. May fire a barrage instead.

TREMOR CANNON

The Tremor cannon is a much larger version of the weapon mounted on the Vibro cannon anti-grav platform. The Tremor cannon is so powerful that it does not have to operate in a battery, just one of these weapons can cause enemy troops to be shaken apart! Tremor cannon operate on a ranged induction field principle, using a fluctuating electro-magnetic field to set up a resonant vibration in the target's atomic structure. The Tremor cannon is fired into the ground to produce a 'quake' effect some distance away. As the cannon is kept focused the tremors in the area become more and more intense with attendant secondary explosions and thermal effects eventually culminating in the whole area liquefying as its atomic structure breaks down.

When you shoot a Tremor cannon draw an imaginary line between the weapon and the target. The ground along this line is ripped up just as if a giant plough had driven a furrow through the ground. Any building along the line is hit automatically and is destroyed unless it can make its saving throw with a -2 modifier. Roll a D6 for any troop stand, vehicle or Titan that lies along the line, and on a roll of 5 or 6 it is so badly shaken that it takes a hit. The nominated target takes a hit on a roll of 3 or more. Note that the Tremor cannon's field passes straight through Titan shields and hits the Titan without affecting the shields in any way.

Any troop stand or vehicle that is hit must make its saving throw with a -2 modifier or be destroyed. Since Tremor cannon transmit shockwaves along the ground, only the bottom part of a Titan, or anything else with a hit location template, will be affected. To represent this, if you hit a Titan you must pick a hit location that is on the bottom row of its hit location template.

Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Notes
100cm	Special	Special	-2	Target hit on 3+, intervening models on 5+.

WING WEAPONS

Eldar Phantoms have two small weapon mounts, one on each shoulder. These are commonly referred to as wing weapons because they are connected to the holo-field generator 'wings' on the Phantom's back. They are used to house secondary weapons, usually a small battery of lascannon on one shoulder for use against vehicles and a set of missile launchers on the other for bombarding infantry. You may choose to have either type of battery in each mount, and can have two batteries of the same type if you want.

Name	Range	Attack Dice	To Hit Roll	Target's Sv. Mod
Lascannon Wing	75cm	2	3+	-2
Missile Launcher Wing	100cm	4 BPs	–	0

ELDAR TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Sv. Mod	Damage Bonus	Notes
Heat Lance	Up to 25cm	1	2+	-5	+5	
	26-50cm	1	3+	-3	+3	
	51-75cm	1	4+	-1	+1	
Pulsar	100cm	1	2+	-2	–	Target must save D6 times. May fire a barrage instead.
Tremor Cannon	100cm	Special	Special	-2	–	Target hit on 3+, intervening models on 5+.
Distortion Cannon	75cm	Special	Special	Special	Special	Uses barrage template, Scatters twice.
Psychic Lance	50cm	Special	Special	Special	–	Uses barrage template. No armour save possible. Hits destroy daemons automatically
Power Fist	50cm	4	4+	-1	–	May be used in close combat.
Lascannon Wing	75cm	2	3+	-2	–	
Missile Launcher Wing	100cm	4 BPs	–	0	–	Uses barrage template.

TITAN LEGIONS PLAY SHEET

SEQUENCE OF PLAY

1. ORDERS PHASE

Emperor class Titans roll for plasma counters. Mega-Gargants and other units place order counters. Both players roll a D6 to determine initiative. Reveal orders and energy allocation.

2. MOVEMENT PHASE

The player who won the initiative decides to move 1st or 2nd. The 1st player moves his forces. The 2nd player then moves his forces.

3. PSYCHIC PHASE

Both players alternate using models with psychic powers, starting with the player who won the initiative.

4. COMBAT PHASE

1. First Fire Segment
2. Close Combat Segment
3. Advance Fire Segment

Players alternate firing, firing one unit (Titan, detachment, squadron, HQ unit, etc) at a time, starting with the player who won the initiative.

5. END PHASE

Record victory points. If a player reaches his target VP he has won! Repair downed Titan void shields and roll to repair damaged locations on Titans and Gargants. Roll for fighting fires on Mega-Gargants and roll on the fire table for any Gargant with fires on board. Check morale for units broken that turn. Check morale for falling back troops who want to rally. Broken troops who fail their morale check fall back and are routed or destroyed if they fail a further check.

ORDERS

Emperor class Titans allocate plasma counters during the orders phase and Mega-Gargants receive their speed and course orders. Order counters are placed for all other units in the orders phase. Place counters face down and reveal simultaneously.

FIRST FIRE

May not move. Fire in the first fire segment.

ADVANCE

Move in the movement phase. Fire in the advance fire segment.

CHARGE

Move at double rate in the movement phase. May not shoot, but may fight close combat with enemy.

If you forget to give units orders troops may not move but may shoot in the advance fire phase (see special rules for Orks). Command units do not need orders – they may move in the movement phase and shoot in the first fire segment.

COMBAT

SHOOTING

For each shot roll D6 to hit as shown on the data sheets. Apply any to hit modifiers for terrain. Targets which are hit must make their saving roll or be removed as casualties. Reduce saves by -1 for side shots, and -2 for rear shots. Command units may only be shot at if they are the closest models of their type.

CLOSE COMBAT

Roll 2D6 for each side and add close assault factors. The highest score is the winner and the loser is destroyed (or sustains 1 hit in the case of Titans). No armour saves apply in close combat.

For multiple combat fight one 'pair' at a time. The 2nd combatant adds a further D6, the 3rd adds 2D6 (for a total of 4D6 + CAF).

Emperor class Titans and Mega-Gargants can only be attacked by Titans/Gargants in close combat. Infantry may fight boarding actions against troops onboard Emperor class Titans or Mega-Gargants.

Troops on first fire orders may shoot against close combat opponents who engaged that turn.

Models engaged in combat by models of the same size class or larger are pinned and may not move away or fire at units other than the one(s) pinning them. Models which are still pinned in close combat may not fire in the advance fire phase.

MORALE

Roll a D6 for each detachment (mob, squadron etc.) to be tested. If the score is equal to or greater than the detachment's morale value it has passed. Units that fail a morale check must fall back. A fall back counter is placed next to the unit. The unit moves away from the enemy at double rate in its next movement phase and may not shoot. In close combat they fight with a -2 penalty. Falling back troops are routed and removed from play if they fail another morale check.

Check morale in the following instances:

1. Broken that turn.
2. Broken troops are engaged in hand-to-hand combat. Test at start of combat phase.
3. Attacked by daemons or otherwise, as identified by the rules.
4. Wanting to rally.

A falling back unit may attempt to rally by taking a morale test. If successful the fall back counter is removed and the unit ceases to fall back.

SHOUTING

Each Mega Gargant gets a D3 Shouting counters at the start of the game. You can only play one shouting counter per turn.

WAAAGH!

This counter may be played in the close combat phase. For the rest of the turn roll an extra dice in any close combats fought by the Gargant itself and da Boyz and Nobz from its krew. All firing by the Gargant and its krew suffers a -1 to hit penalty for the rest of the turn.

LET EM 'AVE IT!

This counter can be played during the combat phase. The weapon(s) the counter is played on can fire one phase earlier than they normally would. To hit penalties for the Gargant's speed apply as normal.

FULL SPEED AHEAD!

This counter can only be played in the movement phase before the Gargant moves. The Gargant moves 3D6cm and can make one 45° turn to port or starboard regardless of its speed and direction orders.

BARRAGE

Direct barrages never scatter – place the template anywhere in sight and work out damage to models covered from the Barrage Table. Indirect barrages may scatter 2D6cm off target as indicated by the scatter dice. A unit must have first fire orders to shoot an indirect barrage and the target must be visible to at least one model on your side.

TERRAIN CHART

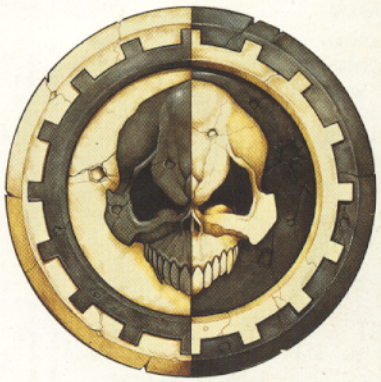
Terrain Type	Buildings/Trenches/ Bunkers	Rubble/Rocks/Ruins Craters/Broken Ground	Hill	Marsh	Woods
To Hit Mod.	-2	-1	0	0	-1
Infantry	No Effect	No Effect	No Effect	No Effect	No Effect
Dreadnought/Walker	Impassable	No Effect	No Effect	Impassable	No Effect
Cavalry/Bikes	Impassable	Difficult	No Effect	Impassable	Difficult
Knights	Impassable	No Effect	No Effect	Impassable	Difficult
Vehicles	Impassable	Difficult	No Effect	Impassable	Impassable
Super heavy Vehicles	Impassable	No Effect	No Effect	Impassable	Impassable
Titans	Impassable	No Effect	No Effect	Impassable	Difficult

Difficult: The terrain is crossed at half move rate.
Impassable: The terrain may not be entered, and may only be crossed if it is possible for the model to step, jump, skim or fly over it.
Buildings: Show that a unit has entered a building by placing it on the roof. You may only place as many troops in a building as will fit on its roof.
Marshes: Models other than infantry may enter a marsh, treating it as difficult terrain. Roll a D6 when the model enters: on a roll of 4-6 the model survives but on a 1-3 it sinks and is destroyed without a saving throw. Roll again each time the model moves.

TERRAIN TABLE

Number of terrain pieces per 2' by 2' area: 1-2 = One, 3-4 = Two, 5-6 = Three.

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Town	Town	Hill	Woods	Hill
4	Town	Hill	Town	Town	Town	Woods
5	Town	Craters	Town	Town	Town	Town
6	Town	Hill	Woods	River	Marsh	Town



BUILDING TABLE

TYPE	SAVING ROLL (2D6)
Ork (Wood, mud bricks)	6+
Imperial (Bricks, concrete)	4+
Reinforced (Fortifications)	2+

BARRAGE TABLE

TOTAL BARRAGE POINTS	TO HIT ROLL
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9 OR MORE	2+

VICTORY LEVEL TABLE

GAME BATTLE VALUE	NUMBER OF VP'S REQUIRED TO WIN
UP TO **1,000**	**30**
UP TO **2,000**	**35**
UP TO **3,000**	**40**
UP TO **4,000**	**45**
UP TO **5,000**	**50**
etc	etc

VICTORY POINT TABLE

CONDITION	EFFECT
Reduce an enemy army card to its break point	SEE CARD
Capture an objective counter	+5VP
Lose an objective counter	-5VP
Achieve Titan/Gargant mission objective	SEE CARD